

NINTENDO • SEGA • SONY • PC • ARCADES • CODES • STRATEGIES • CLASSICS

CRASH

Bandicoot: Warped

A Look At The Dog Behind The Rat

Pg. 12

MAGAZINE



ROGUE TRIP
Wanderlust 2002



4-Page Strategy Guide!!

YCW/NWO Revenge • Turok 2: Seeds of Evil • Tenchu: Stealth Assassins • Streak
Metal Gear Solid • Xenogears • Final Fantasy VIII • Abe's Exoddus • Rival Schools

[illegible]October 1996
Vol. VIII • Issue 10 • 404

RAIDER II

SONIC
ADVENTURE

LET THEM EAT



20 ways to annihilate alien trash...
A merciless hordes of all-new Weapons!



Blast the past in the first quest
The Dark Ages, and imperial Rome!



It's Sudden Death on all levels up to
single-player and two-player Multi-Net modes!

"It outdoes Tomb Raider. On
so many levels, it's scary."
Gamestar Online

Travel through time in an all-new Nukem frag-fest exclusively for the PlayStation® game console.

In this revolutionary third-person shooter Duke annihilates ancient Rome, conquers the Dark Ages, tames the Wild West
and blasts up L.A., proving once more that the only good alien is a dead one! With a colossal arsenal of high-tech,
all-new weapons and more Nukem attitude and humor than ever before, **TIME TO KILL™** gives you more of what you crave.
More hard-core action! More exploration! More shooter mayhem! More of the King of Carnage!

Soundtrack
available this
holiday season on
RED Interactive
records.

Make new History in 2-player mode!

www.duke-nukem.com

Available in September at your local retailer.
Order direct at store.allstatelive.com or call 1-800-810-8785

[illegible]





KNIFE EDGE

Nose Gunner

*YOU'RE ON THE EDGE OF DESTRUCTION!
YOU'VE GOT MISSILES, CANNONS, PLASMA
TORPEDOES, AND NUCLEAR WEAPONS.*

*YOU'VE BEEN GIVEN EVERYTHING YOU NEED TO
DEFEAT THE ALIEN RACE THAT HAS TAKEN OVER THE
MARTIAN COLONIES*

EXCEPT FOR ONE THING... SKILL

KNIFE EDGE

Nose Gunner

KEMCO



Also on N64:



For more information visit us at: www.JustPlainFun.net

KEMCO

©2004 KEMCO. NINTENDO, THE NINTENDO 64, NINTENDO 64 MMF, and the 64 logo are trademarks of Nintendo or Nintendo of America Inc. All other trademarks are the property of their respective owners.

Envelope Art

October Winner

James Lebeck Chicago, IL

M.C. Dan Day

game informers got the stuff / the readers just can't get enough of what's hot / fasto say / we all know gh games stay / previews reviews ops and more, arcade pc classics glore / secret codes / an it game strap match it's way to the top / reiser is a weirdo peek some even say he's a freak / some say that he's really cool, not so cool to make em drool / but my friend who acts real doped while sucking on a piece of candy said his favorite was that wily / cutie chick of a word diss goes with wily / det game heritor's line, wily / det heritor's he got many feet / ju' kiddo' buggin' / but det' jon lovin' decessed in da' laen, lovin' out der small down, and workin' to speak he'll be gone / yee'

kiddo' jee, ju' kiddo' yoll' / I you all rule and so does paul' / no one's sizz on the lawn, so no one's got sizzly feet on no one is a weirdo geek / I you rule / I keep makin' the best magazine in the world' / P.S. Rinner Rules' Dan Day

Yo yo our readers rule, cause at dope games they beat the tool / yeah they're ugly, their names are too, at least they can read an reader's cool / I game hype dope they want the lee / GI rules, don't even ask / Reiner don't rule, we think he's a fool / our readers rule cause they're high-end cool / high-end cool yeah the readers rule / I day like Aeneas, the dead she gone / I can't bring her back, the girl done gone / I grrrr readers now they sh't wrong / I keepen' on havent, true to the song / I verro's right an' GH's right, it's got the goods an' it's come to fight / I haw dey say you gonna keep me away / I keep on Dan Day M.C. Dan Day

Notes: LP version coming soon.



Whoa! Now this one took some serious time.

Chris Williams
Germantown, MD
If you want my body, and
you play Final Fantasy,
come on baby (let me know!)



Wei-hoon Chen Germantown, MD
Here's a glimpse of the upcoming
MK4 cheerleading squad



James Peirer
Trenton, RI
Is that a pig on
a pole, or a
solid 200,000?



Don Dran
Renton, WA
Yeah, whatever.



Adam Sprague
Port Huron, MI
Impressive!
Very impressive.

How Can I Call AM the Shots?

First off I would like to compliment you guys on the best darn magazine that's hit the gaming industry yet. I'm a reader of Game Informer but rather than reading I play a lot of games, and would like to know more on the gaming industry, and how to get more information. I'm sure I'm not the only one who needs more information, so...

1. What do I have to be in order to be the one who "calls the shots"? Like the person who says "I want to make this game and this is how I want it to be."
2. What do I have to do to become a game programmer, do you go to school for it?
3. Do you think programming is a good career in the gaming industry and why?

Don "Clucky" Houston III
Houston, TX

In the world of video game design, especially in America, most members of the team have a large say in how a game is made. The lead programmer determines boundaries - what can and can't be done. The producer holds the most power; with large sweeping decisions about gameplay mechanics, level themes, endings, etc. The executive producer holds power as well, but deals

with more of the business aspects - such as licenses, contracts, coordination of the video and programming crews, press purchases, the list goes on. However, in Japan, most power usually rests with who the Japanese call "game director". Much like in Hollywood movies, Hideo Kojima is the "director" of Metal Gear Solid. But Square Soft is different, and Hironobu Sakaguchi is the "executive producer" of Final Fantasy VII, but could easily be called the director to achieve this status, would be like an appointment to the Supreme Court. Only the very top individuals in the world are capable of directing high-power games. If you want to become a game programmer, and eventually produce your high school guidance counselor, or college career counselor, is a great place to start. Ask him or her to help you find addresses for information. Most companies will be very helpful. Also, as you enter college and learn advanced programming, try hard to land an internship at a company. These usually lead to jobs. The industry needs tons of programmers, and although it's hectic, and many companies that you can usually find another programming job in relatively short notice. So yes, it's a good job with room for advancement.



NFL

BLITZ

No refs. No rules. No mercy.

BASED ON THE #1 ARCADE HIT!



Power-ups enable true arcade play.

Jumbo-size players.



In-your-face tackles.

Cover-your-eyes-and-don't-look-back sacks.



Deadly long-range passing.

Catch-me-if-you-can speed.





The Specialists are Groceries.



As in TM2, hidden moves are available

"I killed a lot of people out there. I did not feel head over heels for Vigilante 8. While I loved it, there was something about it that just wasn't quite right. And after playing *Rogue Trip* I know what it is. It's called fun. *Rogue Trip* is what vehicular combat games are all about—lots and lots of destruction. You can blow up almost everything. Plus, the Tourist is a fantastic addition. It really adds a lot to the game. Overall, the characters are hilarious and the weapons of destruction (especially the preview) are just awesome. While *Vigilante 8* may have better graphics, *Rogue Trip* is the complete package and definitely the best combat game since *Twisted Metal 2*.

ANDY

THE DARK HORSE

Concept
8.75
Graphics
8.5
Sound
9
Playability
9.25
Entertainment
9.25

9

OVERALL

"I still know a lot of players who can't part with *Twisted Metal 2*, but it will go by the wayside when they get wind of *Rogue Trip*. With *Twisted Metal 3* nowhere in sight, it's hard not to think that this game would have had the *Twisted Metal* name if Sony and SingleTrac wouldn't have parted ways. Like the previous game, there is a crazy variety in vehicles and environments. I can bet that Duke Meyer will be a little upset with Mr. Richard Eggs. The weapons are great, but what it all comes down to is playability and *Rogue Trip* rocks. The multiplayer action is outstanding, so much so that you may forget about the 5-player game.

PAUL

THE DARK HORSE

Concept
8.5
Graphics
9
Sound
8.75
Playability
9.25
Entertainment
9.25

9

OVERALL

"*Rogue Trip* is not another cookie-cutter release from SingleTrac. There are several unique similarities to SingleTrac's previous series, *Twisted Metal*, but who gives a flying eff? *Twisted Metal* sucked hard, and so does *Rogue Trip*. Explosive combat, great single and multiplayer modes, and some genuinely creative characters and vehicles went all who challenge. The playability is well balanced and is loaded with spinning every AI routine controls, awesome Special Weapons, and hidden moves and moves prize. *Twisted Metal 2* is still a top-rate game, but *Rogue Trip* craves it to play and look. The textures are no longer washed out, and the effects are top-notch, an improvement. I don't care what 800 does with TM3 because this is the one and only sequel to TM2.

REINER

THE DARK HORSE

Concept
8.25
Graphics
9
Sound
9.25
Playability
8.75
Entertainment
9.25

9

OVERALL

Deep within 989 Studios, the third installment in the *Twisted Metal* franchise is slowly being forged. Across the globe, PlayStation gamers have praised this vehicular combat series as the best available on any console. And when news hit the streets that another sequel was in the works, Game Informer readers went completely haywire. Letters and email are continuously piling in by the truckload, asking about returning characters, how many multiplayer levels there might be, and exactly what enhancements or tweaks the game might receive. The gaming nation took notice and eagerly anticipated more details, but there was nothing to be found, and 989 Studios has completely shut out the whines of the desperate and needy. To this day, these gamers are continuing their search for the whereabouts of *Twisted Metal 3*, but little do they know...the game they truly seek has just hit retail shelves.

So call off the dogs. You're not searching for the video game version of Bobby Fisher. You should be in pursuit of a Bobby Fisher clone who is wearing a mask. That's right. You may have been barking up the wrong tree all along. If you want the next *Twisted Metal*, then you shouldn't necessarily monitor the *Twisted Metal* series itself; but rather, the developer that created all of the pulse-pounding hysteria you crave so dearly. The new release, *Rogue Trip: Vacation 2012*, is created by SingleTrac, the developer responsible for *Twisted Metal 1* and *2*. And yes, your assumption is correct. This new vehicular combat title is more or less the real *Twisted Metal 3* in disguise.

Coming to this conclusion wasn't necessarily brain surgery. We simply played the game for a minute, laughed hysterically at all of the similarities, and said, "This is just like *Twisted Metal 2*." Really, SingleTrac didn't hide the



Click Eggs' mouse weapon is fully armed and ready to attack



On the bonus level is destroy as much as you can before time expires

PlayStation Cover Story

- Size: 1 CD-ROM
- Style: 1- or 2-Player Action (Up to 4-Player Via Link Cable)
- Special Features: 11 Characters (Plus 5 More Hidden), 12 Trucks, Mission Modes, Weapon Upgrades, Rewards, 3 Separate 1-Player Modes, 2-Player Cooperative Mode, Dual Shock & Analog Compatible
- Replay Value: Moderately High
- Created by: SledgeByte for GT Interactive
- Available Now for PlayStation

Bottom Line: 9



Get chicken and grin!



Grab the journal and hit the road.

fact it was creating another Metal-esque game, Rogue Trip streaks across the PlayStation and bares all. And what an impressive package indeed! The vehicle physics, character and track designs, enemy AI, and general wickedness of Rogue Trip causes the fantastic score of TM2. There's no denying it: Rogue Trip is the big, bad-ass brother of the Twisted Metal series. Right now, this brother is trying to kill the other and crown itself King of the vehicular combat genre.

Rogue Trip is one of the most explosive games on the PlayStation. It doesn't hit you in the gut with fantastic storytelling or graphical breakthroughs, it simply puts you in a car and says, "Go blow something up." Almost everything in Rogue Trip can be completely and utterly obliterated (and we mean everything). If you're not taking an enemy, or whacking a tourist, then go shoot a missile at the White House or Washington Monument. Heck, you can make like Mordecai Lawinsky and free Willy if you want to.

Of course, each level holds many secrets and hidden areas that tie into the destruction. To find these sections you will need to thoroughly explore each corner and shoot a missile at almost everything. Destroy a building in one of the levels and it will fall on top of a housing structure, which in turn creates a hole that leads to a new sector. All ten of the levels feature some kind of secret (or two), and all are great for multiplayer matches as well. Believe us, you haven't played this game until you've competed against a buddy. The experience will knock you off your feet.

The 1-player game in Rogue Trip is equally impressive. The computer AI is tricky as all heck, and the amount of weapons and cars to choose from is excellent. Do you want to whack a big wienie with Click Bigger, or launch a chicken coop at the enemy with Gator Ball? The personalities for all of the characters are absolutely hysterical. There's an Elvis impersonator, a schoolbus driver, a comic book geek, and a completely insane doctor. The vehicles suit these personas perfectly, as do the exclusive Special Weapons for each.

Becoming the king of the strip won't be based on who you pick though. Well, maybe a little. Success in this game will come in the shape of accumulated knowledge. Only if you master the ins and outs of basic gameplay, and memorize the additional special moves — like the awesome Shield and 2-Wheel Turn — will you truly excel. Then again, a little knowledge in the arts of Twisted Metal might help too. ■



Multiplayer is where the action is at



Take a journal to a photo op and they'll reward you with a wad of cash



Everything must be blown up!



IS IT
COMPLETELY
TWISTED?



BITCHN' CAR

DRIVER: Bunny
SPECIAL WEAPON: Boodle Power
SPEED: 8
HANDLING: 7
ARMOR: 6
MASS: 5

It's a beautiful day, isn't it? Well, not if you're a pink, Her Special has acquired the name The Wit Bitcher from the title of the first. This strange weapon booms fire out across the blue sky. It's purpose, and then there's the enemy and self-destruct on impact. The Bitchin' Car may not be the best vehicle in Rogue Trip, but it certainly is one of its most entertaining to drive. It's fast and handles quite well.



SIDEWINDER

DRIVER: Snake Eye Sheddock
SPECIAL WEAPON: Exploding Arrow
SPEED: 8
HANDLING: 8
ARMOR: 5
MASS: 4

Now here's a strange piece of machinery. The Sidewinder is basically nothing more than a stepped-up go-kart with an outrageous country design. Yes, it sure resembles the classic Texan trademark of hot horses on the dash. The best? The Sidewinder is even more ridiculous. The Sidewinder shoots out a dynamite arrow, comparable with that of all the Sidewinders you'll look weird, but it's a great vehicle that's surprisingly well behaved.



MEAT WAGON

DRIVER: Richard "Dick" Bly
SPECIAL WEAPON: Words Whacker
SPEED: 6
HANDLING: 7
ARMOR: 5
MASS: 4

All hail the Dictator! Is this the greatest character to ever grace the vehicle's combat zone? We think so. Big Dick and his Meat Wagon have great visibility, but the Meat Wagon's driver is somewhat disappointing. It's funny as heck, but extremely limited in range. Basically, the winner jump of Dick's ride and vehicle shoot it too early, being any enemies nearby. It's not as long as the leaders, but it's close. Ironically, Meat Wagon is the Sweet Tooth of Rogue Trip.



ROCK N' RULE

DRIVER: Elvis D. Kang
SPECIAL WEAPON: Gitter Rocket
SPEED: 7
HANDLING: 7
ARMOR: 5
MASS: 5

It's a beautiful day, isn't it? Well, not if you're a red, rock n' rule. The Rock n' Rule is a car, featuring an Elvis impersonator in the pilot, it can make a nasty punch with its Gitter. If you are a fan of the Stinger, then check out the Autopilot. The Gitter Rocket mimics the Stinger perfectly and delivers the same results. Some people may say the king of rock, but Rogue Trip proves he's still a rockin' dude (and he's fast).



VERMIN

DRIVER: Francis "Legs" McGee
SPECIAL WEAPON: Disrupt-O-Ray
SPEED: 10
HANDLING: 8
ARMOR: 4
MASS: 5

Vermin looks like a pile of junk, but it's not. It's a car that moves out. The Vermin is the fastest vehicle in the game, but that's about all it's good for. Its Special is also a big disappointment. The Disrupt-O-Ray is interesting, but finding the hit is the problem. The Disrupt-O-Ray is nothing more than a missile with no kind of guidance system. (Note: For short-range, it can only be as the picture shows, Vermin himself is just a cross-o-ver truck with ducts.



DESTROYING ANGEL

DRIVER: Sister Mary Lashcheus
SPECIAL WEAPON: Charge Bombade
SPEED: 5
HANDLING: 6
ARMOR: 7
MASS: 10

What's so rare about this? They became more advanced. Drivers who find their way out of their vehicle's chassis. Sister Mary Lashcheus is one mean mother who is determined to purify the world via means of vehicular combat (and occasional death or two). Her Special is nothing more than a hole that emits light and damage. Wonder if she's tangled with Dick Bly yet?



BASIC TRAINING

TOURISTS = CASH

Basically, you'll need to pick up tourists if you want to stand a chance. There's one tourist per level. All of the combatants are panning for this sole being. Heck, they'll kill ya if you interfere with their pursuit. The purpose of getting to tourists isn't simple: If you give them a ride, they'll pay you cash first. Take them to one of six different Photo Ops, and they'll reward you with even more money. The cash you earn can then be used for repairs or weapon upgrades. You cannot repair your vehicle unless you have the dough.

MORE LIVES PLEASE

To add an extra life to your stash you will need to fetch a level with over \$30,000 in the bank.

REPAIRS

All of the levels feature two Repair Stations. To access these drive-thru booths you will first need to clear out your piggy bank. If you have the \$25, then these booths will be available to use. They can be used as many times as you like.

WEAPON UPGRADES

The Weapon Upgrade Station works just like the Repair Station. Simply highlight the weapon you want to



Play of Perfection

MACHINE GUN — This is your standard weapon. Try to use it whenever you can, even in addition to other attacks. You never know when you might actually pick off an enemy with stray fire. This weapon can also be upgraded (via a pick-up) to a limited time to fire two shots instead of one.

SPECIAL WEAPON — Each character has an exclusive Special Weapon. These weapons cannot be picked up. They regenerate within your inventory on a timely basis. (See BIOS for descriptions of each Special Weapon.)

STINGER — This weapon is basically three energy bursts that home in on the enemy. The Weapon Enhancement version (see Weapon Upgrades in Basic Training) is extremely powerful and a must-have when dealing with lots of enemies in small quarters. It will pick the enemy apart very fast.

BLASTER — This weapon is extremely powerful, but it doesn't home at all. Use this fiasco when you have a far-range kill. We used it mostly when trailing opponents.

STALKER — The Stalker is the annoying weapon that you always seem to get whacked with. It's basically a stepped-down (singular) version of the Stinger, where only one homed-shot delivers minimal damage.

SCANNER — This weapon is interesting. You don't want to use it too often though. We found its abilities best used as a drive-by. All it is, is a single bomb that will start the enemy on fire and take a little damage off over a greater time period than usual.

METRON — Just as the name implies this weapon delivers an assault from the skies that smacks the enemy with a smoldering rock. If you want to devastate an opponent, then use this. It's also quite amusing to watch.





power up, and the Station will work its wonders. Of course, cash is once again required.

FROM THE BUTT

If an enemy won't get off your tail, then fight 'em up. By holding down the **A** button, weapons can be fired from the rear. Who knows? A few direct hits might shake a body. Also, see the Secret Super Moves section for details on how to lay mines.

HIDDEN GARRAGE

On most levels, buildings, towers, landmarks, and other cool things can be blown up. Underneath are weapons, health, and cash to help finish the level. Experiment on your own to see what happens; but remember, these hidden items are often the secret to surviving a tough level.

THE RUBBER HUNTER MISSILE PACKIN' ASSOCIATION OF AMERICA

Here they are, the winners. The contestants enlisted to compete in this year's vehicular deathmatch known as *Rogue Trip*. As always, SingleTrac has recruited the best of the best to ensure the competition stays as furious as ever. Check out the quirky little BIOS we have constructed for more info on each character and vehicle.

This guide reveals many of *Rogue Trip*'s secrets and may spoil your enjoyment of the game.

USE AT YOUR OWN RISK!



LICHT — Dub? When an opponent grabs a tourist, use this weapon to eject the much-maligned passenger. Surprisingly though, this weapon also delivers a little damage.

BLS — This TNT barrel is devastating, and the most powerful weapon in the game. If an enemy grabs one of these, then flee, because this little wooden death-dealer could end your game with one hit. Just wait until you see the firepower behind this badboy with the Weapon Enhancement. Another great fact about this weapon is it works off a trigger. Throw it out there, then deactivate when you think it's ready to explode. *Awesome!*

PROWLER — This missile is guided by you. When it fires, you take control of it and abandon your vehicle until the missile explodes. Fortunately, your vehicle is shielded until the missile explodes. Use it wisely. The Prowler is also equipped with a self-destruct and homing option. Hitting the L2 again initiates both of these commands.

SUPER SECRET MOVES

If you've played the 1-player game, then you've probably been hit by a few of these moves already. They are secret and require "fighting game motions" to activate. For each move, hold down the **A** button and input the command listed below.

Mine — Left, Right, Down

Cash Suck — Left, Right, Up

Stun — Right, Left, Up

Reverse Stun — Right, Left, Down

Shield — Up, Right, Down, Left

Hide On Two Wheels (Left) — Up, Down, Left

Ride On Two Wheels (Right) — Up, Down, Right

Turbo — (Don't) Require **A** Double Tap **M** and hold

Jump — (Don't) Require **A** **L1** + **R1**

PYRO

DRIVER: Macrobot
SPECIAL WEAPON: Viper Cloud
SPEED: 4
HANDLING: 5
ARMOR: 5
HAIR: 4

This is the kind of guy you don't want to mess with. We don't really know if he's human or machine, and his Special does some crazy stuff. Basically, the Viper Cloud works just like a flamethrower, but it doesn't put out fire. Rather, the enemy is struck with a stream of multicolored chemicals that boil any metals. Like we said, you don't want to get in the guy's way, but he is a bit character to play as. Slow, but aimed to the hilt.

INTRUDER

DRIVER: Ritman
SPECIAL WEAPON: The Ripper
SPEED: 5
HANDLING: 7
ARMOR: 7
HAIR: 5

It's not fair, it's not slow. Ritman can be summed up in two words — *riar, peek*. He wears the fashionable superhairs, lights and drives around in a vehicle similar to Bonnet's very fast big-green vehicle. The intruder has decent armor and speed, but its special weapon is weak. When you use this attack, two blades emerge from the hull of the intruder and lunge out. The vehicle itself bounces up and down making control a serious pain. Plus, to land a hit or live with this attack, you will need to be right next to the enemy so the blades dig in.

GATOR BAIT

DRIVER: Daisy Jane McCoy
SPECIAL WEAPON: Chicken Licker
SPEED: 7
HANDLING: 9
ARMOR: 7
HAIR: 6

Here she comes and catches. And catches she does. Oh Daisy! She could be out wavin' pines, but she's decided to leave the swamp haven to make your debut age for a while by sending a little Chicken Licker your way. This Special is extremely wacky, but more important, noticeably frustrating for the opponent it threatens. The Chicken Licker sends the enemy their takes of a little damage. Gator Bait is one of our favorites for more than one reason. It's a fun ride to say the least.

PlayStation Cover Story

BIOHAZARD

DRIVER: Agent Omega
SPECIAL WEAPON: Zephyr Rocket
SPEED: 4
HANDLING: 5
ARMOR: 10
HAIR: 10

The Biohazard is a machine. The armor on the back-like vehicle is unsathed by any opponent. This goes for the Special as well. Biohazard has the best exclusive weapon in the game. With an almost indestructible shell, Biohazard sheds out six rockets that swirl and spin through the air. These rockets do not have any kind of targeting capabilities, but if you get behind enemies, they'd better pray your aim is a little off.

OZONE

DRIVER: Schiz O' Mando
SPECIAL WEAPON: Shock Treatment
SPEED: 6
HANDLING: 9
ARMOR: 6
HAIR: 7

This is the vehicle you hope the CPU doesn't pick. Ozone features a great Special that has 360° capabilities. It doesn't matter where the opponent is. If nearby, the Shock Treatment will latch on and take off a good hunk of damage. Schiz O' Mando may just be another Dr. Giggles rip-off, but his car is truly a work of art.

BLACK HELICOPTER (HIDDEN)

DRIVER: Agent XQJ-37
SPECIAL WEAPON: Prowler
SPEED: 10
HANDLING: 10
ARMOR: 10
HAIR: 10

Too good. If you can master the pilot of this vehicle, then you'll truly dominate. That is unless your buddy chooses the UFO (the other hidden character). The Black Helicopter doesn't have an exclusive move. I simply reimagined this Prowler — which happens to be a great weapon in itself.

WALKTHROUGH

Here's the ladies and gents. The *Ultimate Rogue Trip Strategy Guide* is now in your hands. Read it carefully, and you too can be a vehicular jet just like the *Dark Inferno* star.

LEVEL 1 - XLAX



Welcome to XLAX, the busiest and smallest airport in the world. Planes launch and land by the second, and only radio-intercom from runway to runway on a constant basis. The great thing is, all of the stuff is destructible, even the entire airport. If you think a terrorist may be inhabiting a flight, then by all means, blow the heck out of the plane. For this shameless act, you'll get a bundle of cash. You can also destroy the utility trucks for refuel other than tanks. As for the airport itself, blast down the jetways (fun tunnels) on the terminal to reveal a path leading you to the track area. Here you will find weapons, cash, and some windows to burn up. The jets are on the far left of the terminal and lead to the roof. A ZX Machine Gun awaits. The enemies on this level are very passive, but easily aggravated when provoked. If you're going to take them down, then make sure you have plenty of weapons and armor. Also, don't forget to stop the tourist and hit all the photo shoots. For your convenience, there are also two Radar Stations on both ends of the airport. The going doesn't get much easier than this.

LEVEL 2 - BABYWOOD

If you're looking for building-bustin' carnage, then look elsewhere. This level doesn't feature much in terms of destruction. The lines can be shot up, but that's about it. On the lower portion of the level, blow away the two gates to reveal

the Radar Stations, then use the jump move (L1 + RT) to hop up onto the buildings. At the top of the level, blast the gates, then use the turbo again to reach the rooftop of the building. Otherwise, have fun and kill 'em all. This stage features easy-to-reach weapons and cash placed in almost every corner. A cakewalk to say the least.



LEVEL 3 - THE MAUL



This level is fun. First off, decide independence from America and blast the Washington Monument. Watch it blow up, then head for the water. Here you will find the Power Missile. Finding the red track was dumb luck on our part. How we managed to pull it off is still a mystery. Okay, drive over to the White House and shoot the newly acquired Power Missile. Angle your shot up and into the girl's buttocks. Doing this will remove some clothing. Repeat this process, and the fireworks will fly. Next, blast the head off Abe in the Lincoln Memorial. If you don't blast the bouncing head, it will follow you for the rest of the level. Also, don't forget about the easy target—the helicopters. These biting targets are worth two grand each. You can also launch off pieces of the Washington Monument to reach the rooftop. Snag as much cash as you can,

because the enemies on this stage are ruthless killers.

LEVEL 4 - AREA 51

Flying, cramped? Tip, this level is tiny and is not to mishear it. For some reason, fingertip, blast the windows and doors on all the buildings that you see. Also, at the far ends of the area, go behind the Alien Inn and the strange space craft to reveal more weapons. Blowing the back out of the Alien Inn and any undestroyed flying objects will land you some serious pig. Lastly, head for the weird blue thing in the center of the stage. Use the buildings as ramps to get on top of it, then use the helicopter to wrap to the roof. The driving physics on this nearly weightless area are all out of whack, so be careful. If you're gunning for all of the Photo Ops, then you'll have to come into this area. Jump up on the helicopter to leave this area. Once you're off of the enemies, or after a certain amount of time expires, a mini-boss will appear. Stay out of his way and blast him from the distance. One hit from that roller of his will send your robot tumbling down to one hipshot. Be careful! And good luck!



LEVEL 5 - FUNTOWN (BOSS)

Save your game before continuing on to this bonus stage. The goal here is to collect as much cash as possible within the time limit. The total amount that can be gathered is \$25,000. To achieve this you will need to go quick, extremely quick, in destroying everything. Most of the targets need to be shot up. Use the Jump for the Fire wheel and spring-caps and hairs. As for the carousel, simply dive or the rifle and smash all the hole horses. Destroying everything is a very difficult, but it can be done (just us). Don't be afraid to continue on even if you don't blow it all up.



LEVEL 6 - RED NIGHTMARE

Fight the god you'll be dropped on either the main ring (help all of the enemies), or in the rubble at below. There are tons of weapons up here, and several key objects to destroy. The pit doesn't feature too much, except for a few weapons and a Weapon Upgrade Station. But the pit is great for combat. Both levels of this area are vast and completely open. A good strategy is to turn a single enemy down and draw them with firepower and quick maneuvering (if your vehicle permits being up top). Hit the crates and destroy everything inside. This stage is also hard to fit world's largest robot machine. And you, you can gamble away your precious cash on it. If the slot machines prove all bombs, then the machine will sit and be rendered unusable.



BOSS 1 - NIGHTMARE



The great thing about the bosses in this game is they appear on a level you already know (or should). This strange vehicle is cake. Take it down to the pit and blast away. After half its health is lost, this combatant transforms into a more aggressive form—so be careful. Luckily, try to keep it away from the Radar Stations. It has enough cash to fit most of its damage once.

LEVEL 7 - ETERNAL AGRIIS

There are seven enemies on this level, but things aren't as hectic. This level is huge. Everywhere you look there is a hill and vast green fields. At one end of this area is a cavern holding a Weapon Enhancement Station and a few extra weapons. Most of the firepower is found on top of the hills. Blasting the low man-

PlayStation Cover Story

made students rethink some useful weapons and power-ups (like PowerUps and Machine Gun upgrades). The Repair Station is a good find away from the Photo Ops. So make sure you're ready for some serious battles before you stray too deep into the war zone. You can also load the helicopters carrying supplies.



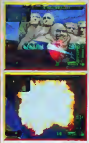
LEVEL 0 - WELL-O-STONE



This level is great for so many reasons. For starters, most of the level can be destroyed. The tall factory in the center of the stage is completely destructible, and even the killer whale tank is ready to blow. Blast the sign in the middle of this watery home and you'll unlock a Machine Gun upgrade. Jump into the tank to grab this prize, but move quickly because the killer whale doesn't want you in its home and will knock you out with its tail. But if the whale is kind and lets you get your business done, you can blast him into the ocean by throwing an RLB in his tank just below the Machine Gun Upgrade. Next, look out to the ocean and shoot the planes holding advertisements to receive a quick two grand. If you need repairs, look to the beach and left-hand pair for Statues. As for weapons, the golf course and water within the ocean itself are the keepers of the latest and greatest firepower on this level. The best strategy

you can give for beating up on the opposition is keeping yourself in the clear. The stage has many tight corners and areas. Stay out of these and give yourself some room to maneuver.

LEVEL 0 - WELL-O-STONE



Whatever you do, don't jump off the bridge. Yes, the sounds like a stupid mistake that would never happen, but in this game, it does happen. And the result is instant death. Try to keep the battles away from these sections. Above the bridge, though, a Blaster and PowerUp await. Grab these if you dare. The best area for combat is down on the platform holding a Repair Station and resort. The only caveat to this scenario is that two enemies can dodge out of combat and regenerate themselves. You know how much the CPU loves to use the Shield with one hitpoint left. Even with this one flaw, it's the best spot to wage war. For cash, shoot the killer balloons and resort in the area containing Mt. Rushmore. Blast the General Stone to smother a Machine Gun upgrade, and zap Mt. Rushmore and anything else you can for some additional dough. And for fun, the far side of the stage contains a bridge that is out. You can turbo and jump across it. Ya think? This jump makes you want to scream like the good ol' Duke Joke!

LEVEL 0 - QUAKER ADRI

First, blow up the huge skyscraper at the top of the level. Doing this will cause the top portion of the temple to fall on top of another building. This awesome spectacle also unlocks a secret area (within the building that got crushed). Not many power-ups are here, but something can be done. If you look out the only window you'll see Alastair. Now, shoot the watchtower in the center of this new section. The tower will take off and destroy Alastair, and leave a few items on its launch pad. The rest of this level basically consists of deadly missiles and nut runs. At the very base of this level jump on the crumpled building and shoot the plane to grab the Machine Gun Upgrade. On the pairs within the buildings, and hidden within the parked cars, are most of the weapons. Otherwise, the good ol' hit and run

technique works quite well against the enemies. Simply hit the turbo, fly off a few shots, then circle around for another run. Be warned though, the enemies are extremely deadly on this stage.



LEVEL 11 - THE GULCH (BONUS)



This bonus level is more like a normal level from anything else. The difference being you don't need to finish it and you don't lose a life if you die. The goal is the same as in Funtastic. Blow up all of the cars and buildings and you could very well earn \$20,000. There are eight enemies to kill, with plenty of firepower available to get the job done. If you have a keen eye, then you'll notice there are a few platforms floating way out in the background. Yes, you can get to those by perfectly timing turbo and jumps. Good luck! You're not required to hit these platforms, but we highly recommend it. There are some good weapons and cash pick-ups out on these three areas. We also found that grabbing the PowerUp (by destroying the tower tower) then heading out to the platforms, is a safe way to deal some serious damage to the enemy.

LEVEL 12 - MOORE PARK

Is this great or what? All of the skyscrapers can be destroyed and crushed down. KABLAM! What is spectacular! Some of these structures require multiple hits to achieve complete destruction. Try not to use all of your weapons on them. (Each scraper holds some kind of weapon or pick-up beneath it.) But bear in mind, you can only use these power-ups if you find police and quiet, allowing time to hack away on the structure with your Machine Gun. Otherwise, there are plenty of other

weapons lying around to be used. This level is intricate in show, but actually quite easy to beat. Memorizing the location of weapons and Repair Stations is the only strategy to ensure a swift and just victory. Have fun!

BOSS 2 - BIG DADDY HISSLE!

Here it is! The grand finale. As with the first boss, this one appears on the last level, so you know where the power-ups and weapons are. But don't think you can outrun this goon. He's fast, and fully loaded with tons of weapons including the dreaded Meteor. The best technique we found is the hit and run. If you do get away from him for a few seconds, launch a PowerUp or two at him. In total, this guy will transform into three different forms. The changes in appearance come when his hipshot meter changes colors (green, yellow, red). All three forms feature the same attacks, but Big Daddy can only fly in green and yellow. The last transformation is the easiest to take down. Just stay out of his way and blast him! Defeat the last guy, then watch the ending and get your code!



CODES

Beating the game with each character delivers a different valuable code. There are two hidden vehicles (Black Helicopter and UFO) and three different bosses to be unlocked for play. There are also several other codes to enhance the gaming experience. Here's who gives what!

- Black Car = Boss 1
- Rock N' Roll = Boss 2
- Intruder = Boss Battle 1
- Sidewinder = UFO
- Blohzard = Helicopter
- Vermi = Gulch Bonus Level
- Meat Hogon = Funtastic Bonus Level
- Destroying Angel = Double Pick Ups
- Pyrp = Infinite Turbo
- Quaker Ball = Infinite Jump
- Crash = Impressed Health





The Man in the Wooden Mask

Deciding who deserves the spotlight at Naughty Dog was a tough choice indeed. All of the Naughty Dog staff are entranced in their own right, and all play a major role in the development of Naughty Dog games. But we have to choose someone as the leader of the virtual outback community (and even more importantly as the focus of this article), so we go to the top of the list and bang on the door of Naughty Dog's president, Jason Rubin. Yes, Rubin (the Jesse is silent) may be the big cheese, the prime mover, and the man with the fattest cut of the Dog pound, but unlike most men in power, this guy deserves all that has come to him. He also knows Crash better than anyone. And yes, being close to a video game character does sound silly, but over the last four years, Rubin has animated every move, death, and twitch Crash has performed. Saying Rubin has as to speak walked is Crash's footstep wouldn't be too far from the truth.

The road to fame couldn't have been any bumpier for Rubin, but he made it to the top where it appears he will stand for years to come. Crash Bandicoot is probably the strangest angel to ever

touch anyone, but he freed Rubin from the shackles of defeat. Long ago, Jason (who wasn't known as Rubin quite yet) teamed up with his best friend Andrew Gavin to create games. Both kids were in high school at the time, experimenting with every gaming drug from LISP to C++. But even under the heavy hand of high school, they still managed to press on into the game development industry and create Jam Software in 1988—a two-man corporation with dreams to take over the video game world.

At the time, the Apple II was the lesser pursuit of the industry. This machine purred with power and Jason and Andy jumped at the chance to make software for it. The first game out of Jam's mouth was a slingshotted Jason slaved on this project and put everything he had into it, but unknowingly Andy accidentally copied some bottling games over the only copy they had of the title. Jason may have been knocked down, and a bit angry at his partner, but he wasn't out for the count. He got right back up and created a new slingshotted game called *Shin Crozod* (originally titled *Shin Stod*) within a weekend. It was really slow though, so Andy, the programming nut, lightened a few bolts and it played better. In fact, it played well enough to be picked up and published. Baudville bought the game from Jam Software for exactly \$250.00.

Knowing there was cash buried within the industry, Jason and Andy began digging again with a new Apple II/OS title called *Green Zone*. This graphic adventure was released in 1988 and was the strangest game these two individuals ever made. But Baudville wasn't afraid of it, and even ported it to the Atari ST, Amiga, and PC. After this release, Jam Software squeaked out another title in 1989. The game was called *Knot The Thief*, and to everyone's surprise, Electronic Arts published this title for the Apple II/OS, Amiga, and PC. To have EA publish a game was the dream of every developer in the

long time ago, in an industry far, far away. Developer Baudville achieved one of the most sought-after goals in the video game industry. For three consecutive years, this impressive development house released a brand spanking new Double Edge Country title just in time for the holidays. The kids cheered and Baudville swam through its money just like that jellyfish. And Uncle Scrooge. Since then, nobody has repeated this success, not even Capcom. But this year, two developers will hit the million: Dark Core Design with *Dark Riders*, and Naughty Dog with the infamous *Crash Bandicoot*, will hit the year in and year-out trifling status. Let's be honest: it is guaranteed to be a blockbuster—once out is one of its primary selling factors—but Crash has a tougher task at hand. His game has to play well, and it has to be better than the first two. *Crash 3* won't sell based on the size of its wingspan or its coconuts. This tale will be all about generosity and nothing more.

To make this article come to life in *Delicious From Winning* form, we were given enough funding to take a Greyhound over to Naughty Dog's office to talk about, and even play, the new Crash game. So sit back, throw on those eye-rubbing glasses, and let us entertain you for a brief moment as we investigate the whereabouts and whereabouts of Naughty Dog's hot new product, *Crash Bandicoot: Warped*.

From Rags to Riches: Way of the Warrior to Crash 3

industry. For Jam Software, this progression was like going from tee ball to the Major Leagues. So to start all fresh (and dissolve the relationship between them and Baudville), Jason and Andy renamed Jam Software as Naughty Dog. If Keef did well, Naughty Dog would probably have a great future. But to such dismay, Keef was a skipper on retail shelves.

At this point, we come to a time most gamers are familiar with—the early nineties. Naughty Dog creates its second title, a classic in its own right,

Rings of Power. Years of hard work went into this massive strategy game, and the over-consuming Electronic Arts bought into Jason and Andy's work for the second time, publishing the game for the Sega Genesis in 1991. This time, though, their protest actually made an impact on retail shelves, and surprisingly, it still talked about today for its secret life screen sequence that featured a



Garm hard at work.

topless women, and its ability to seemingly never end.

Rings of Power gave occasion for these two kids to rejoice, but the good times soon turned sour. As with most small developers, Naughty Dog was broke, and to make things worse, both of these guys were in college. So the cash flow was being sucked out of every corner of Naughty Dog, yet somehow, the company managed to stay afloat, creating a new title in 1993. Naughty Dog caught the Mortal Kombat bug and began to develop a 3D title which we all know so well, entitled *Way of the Warrior*. Seriously, Naughty Dog was broke-out and barely had enough cash to finish it. For the game's combatants, friends of the company were enlisted. Did their blands have any martial arts training? Not exactly. Naughty Dog couldn't even afford a blue screen, or any kind of motion-capture backdrop, so a yellow sheet was glued to a wall in the Dogs' apartment. But as bad luck would have it, the apartment was too small. To fit the movies in

the game, Jason had to open the front door and shoot from the apartment hallway. The neighbors thought the boys were shooting kinky adult flicks.

Even worse, Naughty Dog couldn't afford costumes for the combatants, so pillow cases and shirts, various items within the apartment, McDonald's happy meals, and inexpensive knock knock were used to create the costumes. To round out the experience Jason joined in and participated as two of the characters in the game. Most fighting games, especially those using motion-capture, require a fairly large team. Jason and Andy did it all by themselves once again. But the game was made, and like before, Naughty Dog looked out and found a good publisher, which in this case, happened to be Universal Interactive Studios.

Placed with Way of the Warrior, Universal Interactive Studios signed on Naughty Dog for three additional games. Apparently, Jason and Andy had impressed somebody, and that somebody was Mark Coney — game design guru of Universal. Now they had the funds and publisher to back them, but what game was next for the Dogs?

Choosing a cross-country trip by car, Andy and Jason devised a plan to create a 3D action/adventure game. But they came across one problem: the player would be forced to constantly look at the characters near instantly, the game was jokingly nicknamed "Sonick's Ass Game." Andy and Jason knew this game was going to be "his bomb," but they had no idea things would explode like they did.

In 1994 Naughty Dog began development of its 3D endeavor. Unlike previous games, this one couldn't be finished by just two people. A whole network of artists and programmers was needed, so Naughty Dog began to expand. The first person hired on was one of Andy's buddies from MIT — Dave Baggett, a programming wonder with a brain the size of a basketball. Together, he and Andy created the development tool for "Sonick's Ass Game" known as GDDI, or Game Driven Doped Lisp. Basically, it's what the Dogs used to create the characters and gameplay for their platformer. Facing a quick takeover, Jason immediately hired two artists, Bob Refai and Tyler Kurosaki. At this point, there was a lot of excitement in the air, but the game was still missing a lead character. So hired cartoonists Joe Pearson and Charles Zierbas, were enlisted to create the characters and after a few weeks of knocking heads with Naughty Dog's original ideas and concepts, the character known as Crash Bandicoot was born. Development of the game immediately went into overdrive.

Within weeks, a slew of new employees was hired, ranging from computer wizard Justin Morrett to artist Charlotte Frances. For 14 months it's business as usual at Naughty Dog, until the game is shown to Sony behind closed doors. A few negotiations later, Sony signs on to publish the game. There is much rejoicing! A month later the public sees it for the first time at E3 and the rest is history. Naughty Dog had matured into a full-fledged development



house, Jason changed to Rubin, and Andy was lost forever in the psychedelic world of GDDI.

Crash sales went through the roof, so the next game in the contract was a no-brainer for Naughty Dog. Crash 2 was born. To ensure success again, Andy perfected a new GDDI 2 engine that was three times as fast that could handle 10 times the animation frames, and twice the polygon count. This sequel was going to rock, and a year later games found it was one mean piece of software. Crash 2 was completed and even more of the world played. Today, the Crash series has sold more than 6 million units worldwide (2.6 million in the U.S.) and counting, just Naughty Dog is faced with the tough choice of what to do next. Yes, it has established itself as a powerful developer and could very well achieve the same success with any other product it creates, but Crash is a sure hit and Naughty Dog still has one game left under contract with Universal.

In January of this year Naughty Dog began creating Crash 3. But what exactly can Naughty Dog do differently this time? Crash 2 was greatly improved over the original offering, but what else can they do to keep us hooked. We've already retreated from rolling boulders, collected thousands of boxes, and longed with a war hog. What is the next step in the evolution of Crash? Rubin is more than willing to tell us.



Game Informer Feature

Another 10 1/2 Months

Game Informer is infamous for stirring up trouble at development houses (it just happens) but Naughty Dog was ready and waiting for our arrival. The only game in visible sight was Crash Bandicoot 3. The other project, which happens to be the last time in Dog history that two games are being developed simultaneously, was nowhere to be seen. The morale of the team was extremely high, making us believe that Rubin never just awarded raises that

morning, or handed out mandatory sugar strokes just before we rolled in the door.

Upon entering a couple of the new Dog addresses like Dan Amy and Evan Wells (who both happen to have worked on Gex), Enter the Geeky, Rubin whisked us away to the conference room for Crash 101. Here, he offered us a soda and jumped right into presenting the game. Before we could ask what we'd see, or even ask a few simple questions Rubin got to the point — and quick.

He said, "With Crash 2 we thought we made the ultimate Crash game, and then the question after that was what do we do for another sequel? Additionally, what can we do in 10 1/2 months? And the answer could have certainly been, just go back and make more levels of the



same type, but we decided not to do that and instead loaded sleep for a better life."

Rubin continued, "So Greg, Stephen, and Andy [the three programmers] begin work on new engines. And you'll see in this game that there are three completely new gameplay engines. They are kind of main engines that don't play like the regular Crash levels that you are used to. They make up about a third of the game, and they do it however, into the bigger Crash world. We're not making a *Crash Trilogy* here. We're not making a game where you're kind of going off and doing something else that is completely and utterly unrelated. There's always a Crystal on every level. There are always box completion games on every level. And there's always a progression through the levels, regardless of what type of level it is, in the same way as the previous Crash games. So these levels do fit into the overall gameplay of the world. But in terms of standard Crash style of levels, they are no longer that strict."

And he went on, "However, we have returned with two-thirds of the game that is the classic levels. And the reason that we've done this is because *Crash 1* and *Crash 2* are the number two and number three best-selling character-based platform games on the next generation systems [*Mario 64* is #1]. So we were not to abandon that style of gameplay that would mean that we would be abandoning a significant proportion of the gamers out there. There was certainly ample opportunity to replace the Crash style of gameplay. [Gargant] could have immediately jumped on Box. Enter the Gecks. They don't. They could have eaten Crac. They didn't. There are plenty of games out there that they could have jumped on the bandwagon with. They didn't."

So the gaming nation didn't bemoan the complete 3D in *Crash 3* and *Crash 4*. So why exactly is Naughty Dog trying to change the Crash experience by adding the 3D element? Of the three new engines, two are completely three-dimensional. The other engine puts Crash on a kickin' old motorcycle against a testosterone-laden gang of roadbros. Basically, it's a driving simulator. The new 3D engines, however, take Crash to the air and out to sea. Well, Naughty Dog's 10-12 months are over and it's time to play the game. It's time to see *Crash 3* in action.

Finally...The Game!!!

Now you know about some of the technology that went into making *Crash 3*, and just what kind of sequel it is. But making new engines is a risky business, especially with a deadline as short as 10 months. So below you will find the answers to exactly what's new, what's not, and how all the new stuff plays. Read on, enjoy, and, as Danie Aikman (artist), expect to be surprised!

When we first started playing *Crash 3*, we thought Rubin was just blowing smoke, and the sequel wasn't all that was promised. At the very



beginning, you are dropped into a circular warp room (just like in the last game). Just like, the warp room is contained to just one level. You won't need to use an elevator in the center of the room to go to the other levels. The warp room contains five different exits (basically two warps), and only one is accessible from the start. The others are blocked by electrical fields. So we walked to the only available exit and crossed over a tiny bridge leading to a smaller room. In this room a large reflective sphere (just like the one in Michael Crichton's book *Sphere*) greets you. In front of the sphere are five buttons labeled 1-5. When you step on a button, a level name is presented at the top of the screen

with the necessary stars of what you need to collect (which in this case was two White Gems, a Crystal, and a Relic). So we jumped up into the Sphere and warped to the level!

The theme of this first stage was medieval times. Way off in the distance, Rubin's technical speak of LCD [see *Crash 101*] can be seen in a castle. It looks great and surprisingly isn't flopping or popping in and out at all. The enemies range from simple goats (like the one in *Questin* & *Woody*) to amorphous invincible chickens, to sword-wielding knights. This level is much more difficult than the first one in *Crash 2* but it is still a cake walk for the seasoned Crash veteran. When we first started to run with the charge platform star, we noticed one thing: The animation and moves are identical to those in *Crash 2*. This wasn't a bad thing necessarily, but it made us think this game was more of an update than anything else. But we pressed on with an open mind (slightly jaded thought), grabbed the Crystal, then the White Gem for box completion, and exited through the level exit warp hole.

After leaving the level, Rubin forced us to play it again. We agreed (but were slightly confused). What? Are we supposed to do backflips for a sandwich boy? But, back to the level we went, and upon arrival, we noticed something quite different. At the very beginning of the stage, a stopwatch was sitting idle in front of Crash. As the curious beavers we are we ran up and hit the watch. At that moment, we jumped back, and a timer began to tick at the bottom of the screen telling how much time we'd spent on the level. Rubin barked out a command to get out, but moving? We did. So we needed to the end of the level as quickly as we could, leaving that Rubin would whip us if we sat back and got a breather. At the end, nothing happened through. We jumped through the warp hole and exited. Lame! Was Rubin technically insane? Would we have to do the level again? So many thoughts

passed through our minds, but soon the answer appeared.

Immediately after returning to the warp room, we noticed that we just received a Silver Relic (like the one listed in the stat screen). Plus, there was a newly added item on the stat screen. To the right side of the screen three different times were listed, each with a different Relic ranking and time. Rubin explained that we just completed a Relic Time Trial Race, and that to unlock this mode you must first grab the Crystal on the level. We had received the Silver Relic for beating the easy time, but to grab the Gold we would need a faster time. And to nab the Platinum Relic we would need to beat a time set by Sony's testers or Naughty Dog. Can you say replay value? Because if you want to unlock extra secrets and possibly different endings, you will need to get every one of the different Relics.

Amazed by this new addition to Crash we pressed forward through a few more levels, then came face-to-face with the infamous jet ski level we've heard so much about. Of course, being the cool cats that we are, we thought, "hah, this thing won't be as tedious as everyone says." We were wrong.

Right now, we are still debating whether these levels look better than they play or play better than they look. Either way though, these levels show off some of the finest work to grace the PlayStation [see *Crash 101*]. The waves move realistically and even have realistic lighting highlights that swim by as each wave breaks. And the movement of the jet ski is amazing as well. It bobs in and out of the water and even produces an animated wake in its path. Amazing! The gameplay on these levels is just like the original Crash levels, except 3D. This aspect really surprised us. And we mean, it really surprised us.

The goal of this level is also in the same, called the boxes: grab the Crystal and Gems, then compete in the Time Trial to grab the Relic. The great thing is, the ski has a lot of moves under its belt. It can flip forward and back, spin to the left or right, and even dive below the surface. Sometimes there are even lives laying on the coast line. To get them you will need to hit a ramp and dive below the water. Guess this water look as nice as the water in Nintendo's classic *Wave Race 64*? Not quite, but it's an impressive breakthrough for the PlayStation.

We could have played this level for hours, but Rubin quickly pulled us away and made us complete the last two levels in the warp room. As with the last game, completing this task brought about a boss. The sinister, noisy, crude, and rude boss we faced was none other than Tiny the lecherous kity. This time around though, Tiny has given up the platform jumping that he did so well in *Crash 2* and has gone completely Romanesque. Naughty Dog even dressed him in Roman gladiator garb. And the setting was that of a Roman coliseum complete with an animated crowd and Julius

Caesar. Tiny was easy to beat again (the poor guy just sucks). We simply dodged his bouncing assault, avoided the lions he sent after us, then whacked him when he was ready for a whacking. After this something surprising happened yet again. For





Editors' Top Ten Games for October

- 1. *Strong Force II* - SS
- 2. *Tomb Raider* - PS-X
- 3. *Final Fantasy VII* - PS-X
- 4. *Hot Shots Golf* - PS-X
- 5. *Rescue Rangers* - N64
- 6. *MFL Blitz* - N64
- 7. *WWF War Zone* - N64
- 8. *Spyro the Dragon* - PS-X
- 9. *Madden NFL 91* - PS-X
- 10. *Rogue Trip* - PS-X

Readers' Top Ten Games for October

- 1. *Chorus Trigger* - N64
- 2. *Tomb Raider* - PS-X
- 3. *GoldenEye 007* - N64
- 4. *Rescue Rangers* - N64
- 5. *Final Fantasy VII* - PS-X
- 6. *MLB Diamond 99* - PS-X
- 7. *NCAA vs. IMG: World Tour* - N64
- 8. *Gran Turismo* - PS-X
- 9. *Tekken II* - PS-X
- 10. *WWF War Zone* - N64

Top Ten Reasons We Play Video

- 1. With a little extra work, we're helping to make the pros out.
- 2. We flunked out of beauty school.
- 3. There's nothing good on TV.
- 4. At 3 a.m., the bar is closed.
- 5. It keeps us sheltered from the harmful ultra violet rays of the sun.
- 6. The flashing lights suppress our urge to chew on furniture.
- 7. Women like men with excellent hand-eye coordination.
- 8. Last night's fortune cookie read: "Play video or die."
- 9. There are more women in video games than in our personal lives.
- 10. It's our job.

Game Informer is looking for your top ten video games. Please send your list to: Game Informer Magazine, Attn: Top Ten, 10000 New York Street, Suite 200, San Jose, CA 95138. Don't forget to enter every month we'll be running a drawing to win a CD-ROM Arcade Traveler (or get us online).

Who Is Link's Buddy? A Second Hero Joins the Zelda 64 Adventure



This artwork appeared in **Nintendo Co., Ltd.'s** 1998 annual report and reveals a new character in Nintendo's **Zelda** universe. This masked character is known only as Sheik. His overall role in this adventure is still a mystery, but we do know that he aids Link at some point in time. We've seen actual gameplay footage where the two characters meet on a tiny wooden bridge and play music together. Link plays an ocarina solo, and Sheik uses a harp. From what we saw, Sheik actually taught Link a new tune to play. It was a beautiful sight to say the least, but does Sheik play a bigger role? The picture to the left certainly says no, and rumors out of Nintendo hint at the possibility of Sheik being playable, or some kind of new hero who helps Link for a majority of the quest.

Stay tuned as we unveil more details concerning **The Legend of Zelda: The Ocarina of Time** coming to **N64** on November 23.

Ridge Racer Type 4, Ace Combat 3 Announced

News has leaked from Japan that **Namco** will release a new **Ridge Racer** game for **PlayStation**. Titled **R4: Ridge Racer Type 4**, the game is the next logical step in the **Ridge Racer** series. Along with more trucks, Namco plans to add championship-style modes, where players assume the role of an up-and-coming driver. In addition, players will select from a huge list of cars, each of which can be custom painted. **R4** will release in Japan this December, while a U.S. release is likely for spring '99.

Namco also announced development of **Ace Combat 3**, another title destined for U.S. shores. Expect **Ace Combat 3** sometime in the first half of 1999.



R4
RIDGE RACER TYPE 4

New Details on Activision's X-Men

The **Game Informer** staff was shocked when **Activision** unveiled **X-Men** at **E3**, and to be quite frank, we're still a little dazed and confused when it comes to this product. It came out of nowhere! At **E3**, the version was only 10% complete, and there wasn't much to see (just Iceman and Wolverine). Now, the game is taking form and already quite impressive. So far, only six of the 13 characters are in the game. Ignoring **Wolverine**—boy and lo-guy are Beast, one of this, the Brood. All four of these characters look great. Beast didn't have most of his arm/members yet, but he still looked good and burly. Other characters include Gambit, Mr. Sinister, and Storm (no relation to *GI* editor Jon Storm). And if all goes well, no **Unlabeled** characters will make it in. Let's hope this story predicts **Rob's** reign of terror and disruption of the **X-Men** universe.



We also have a few details on the gameplay. When you get attacked and a hit lands, the character shows it. We don't believe that every injury will be shown, but it will be more of a **Battle Armor He-Man** effect, where only a few spots show after a certain number of hits. This is a great feature nonetheless, and really hasn't been explored except in **Art of Fighting** and briefly in **Cardinal Syn**.

The game is being developed by **Synex** in the U.K., and should be released for **PlayStation** in the first quarter of next year. There will be a **Story mode** feature with mainline cutscenes for each character as well.



SONIC ADVENTURE

Blue Is Back Again! Sonic Adventure Unmasked

On August 22, Yui Naka and Sega revealed the much-anticipated (and much overdue) return of Sonic The Hedgehog. **Sonic Adventure**, the latest Sonic Team project, is the flagship title for Sega's new Dreamcast. Featuring 640x480 resolution and gameplay speed of 60 frames per second, it's being touted as a "high-speed action/RPG," by Shiroto Iinaga, president of Sega of Japan. The game features six playable characters and at least six different environments. Also, **Adventure** features one of Naka's trademarks, the A-Life system, which alters gameplay based on performance. Furthermore, speculations indicate each level will be altered and tailored to the six different characters, offering a unique experience each time the game is played with a different character. To add even more replay value, each level will feature an "Action" style and an "Adventure" style to complete with each character. Even the Chaos monsters will change in the game, thanks to a combination of the A-Life system and trading captured Chaos creatures with others via the VMS.

As usual, Sonic's goal is to acquire the Chaos Emeralds and prevent Dr. Robotnik from taking over the world. Bonus stages, including snowboarding and flying, are also in the game. **Sonic Adventure** is slated to release on November 23 in Japan, the day of the Dreamcast launch.

Here is a list of the playable characters in **Sonic Adventure**:

- Sonic The Hedgehog
- Big The Cat
- Knuckles The Echidna
- E-102 Gamma
- Amy Rose
- Miss "Tails" Prowler

Football Developers Are Loudmouths

The conflict between the developers of **GameCity** and **Madden** has escalated into a shouting match. In no other genre of gaming do I see such disrespect for fellow developers. One side will berate the other's franchise, while the other will call itself the innovator. In fact, in another publication, a studio executive once referred to the competitor's AI as some kind of bodily excrement. Given I do have to listen to two action/platform producers bicker about whose character is cuter? No. I think this kind of behavior is alarming. I think it's distasteful, and I think they should keep it up.

Sure, the talk can be ridiculous, offensive, and completely untrue, but sometimes the results are hilarious. As it is with the commentary by the **Sony** studio executive mentioned above, this guy makes a crack about **Electronic Arts'** marketing team known as "Liquid AI" while his own marketing team has just come up with an equally mundane "Authentic Football Intelligence." Yet, as cool as A.F.I. sounds, I don't think I'd see football and intelligence in the same phrase. And what the heck makes it "authentic"? I think it's the same thing that made EA a "liquid," in some respects magazines play up the comedy and sometimes bitter rivalry, like we did with last month's feature on last month's rankings. But the rivalry goes deeper than that. Some of these same guys have been going at it since the 16-bit days of *Nintendo vs. Madden*.

I've witnessed the trash talker, the hype, and the fierce competitiveness from the teams at EA Sports and **SBS Station** for many a year. And it has made their games rock solid. Both are truly innovators and borrow from each other heavily (even though both sides claim "they are" and "they don't"). Take a look at the new innovations in **Madden** or the new **TVstyle** presentation in **GameCity**, each was obviously influenced by the competitor's previous installment. Yet, if you just look at those two new "borrowed" features, both EA and SBS have outdone one another. In **GameCity** the announcer work of Dick Ebersole specifically introducing every stadium location with inane facts, like Buffalo is also home to hot chicken wings, is easily realized, especially when the intro is sometimes different. On the **Madden** side, the variety of animations in the game is phenomenal and is punctuated by the "deceiver" tactic when the ball carrier is completely ripped over the tackler's head.

The border from developers of football games can be unprofessional, annoying, and even personal, but I'll be right there in the noise because it has always been entertaining. I'll even amplify it, if it means better games, I'm all for it. I can hear the developers now "For the new millennium our game will have unprecedented glorious AI..." Keep talking.



Changes Come to the WCW Lineup

THQ has moved two of its WCW titles to a January release. While **Nintendo 64** gamers will still get **WCW/NWO Revenge** in mid-October (see pg. 36), THQ's plan to release a **PlayStation** game and another **N64** game by year's end has changed slightly.

Originally, THQ planned to use **Tommy's Rotten Rottens 2** engine as a basis for the **PlayStation** release **WCW/NWO Live**. The **Rebution** game is very popular in Japan and has garnered plenty of praise amongst import players, with some judging it as the best wrestling game ever created. Rather than rush out a product using this engine, THQ decided to call upon a game that **Inland Productions** already had in the works. THQ has dubbed this game **WCW/NWO Thunder** and it is actually an update of Inland's previous **WCW Nitro** release. **Thunder** promises a slew of new wrestlers complete with authentic theme music and pre-match entrances. THQ says there will be over 60 wrestlers in all. The "other" **N64** title, **WCW Nitro**, is a direct translation of this new **PlayStation Thunder** game. THQ stated it still has **Tommy's Rottens 2** engine and will adapt it for an upcoming **WWF** game to appear by the end of 1999.

Both **WCW/NWO Thunder** for **PSX** and **WCW Nitro** for **N64** are scheduled to release in January.



Nintendo 64 Games Get Cheap

Four games have been added to Nintendo's reasonably priced **Nintendo 64 Players Choice** series. **Kobe Bryant in NBA Courtside**, **Diddy Kong Racing**, **GoldenEye 007**, and **WCW vs. NWO: World Tour** have been inducted into the Player's Choice series. All four of these games come with an MSRP of \$39.95. **GoldenEye 007** is still a hard game to find at \$59.95. Let's hope Nintendo has a warehouse full of 'em. At \$39.95, **GoldenEye** will go quick.

Crave Holds Back on Shadow Madness

Due to the fierce competition that erupts every holiday season in the bloodbath known as the video game market, **Crave Entertainment** announced it will delay the launch of its new **PlayStation 2** RPG, **Shadow Madness**, until early 1999.

According to the game's executive producer and lead writer, Ted Woolsey, "Although **Shadow Madness** is on schedule for a November release, we'll definitely take full advantage of any extra time to add new features, refine the overall gameplay, and polish the screen test."

Sega Fans To Gather This December

Sega fans should be on the lookout for the first annual **SegaCon**. Tons of Sega-related events are planned including everything from game tournaments to displays of classic and future Sega games and systems. The **Master System**, classic arcade titles, and the brand new Japanese **Dreamcast** will all be in Wilmington, North Carolina on December 5 and 6 for the **SegaCon**. For more information, check out www.segacon.com or email representatives at webmaster@segacon.com.

Go!go 13 Returns As Anime

The notorious assassin that's as cold and suave as James Bond returns to the States for a brief visit. **Go!go 13** will not be stopping by the video game scene though. This mission is strictly for viewing, not play. **Go!go 13: Queen Bee** is the new anime from **Urban Vision**. The film, in fact, is a sequel to the original **Go!go 13: The Professional** anime and **Go!go 13** graphic novel. This time his adventure will take him deep within the hive of a criminal organization. His objective: Kill the Queen Bee, who (we might add) is quite the looker. Will he complete his mission or perish?

This anime contains violence, nudity, and adult situations. It will retail for \$19.95 (English Dubbed), and \$29.95 (English Subtitled). The approximate running time is 60 minutes.



WWF War Zone Slamming Success For Acclaim

Acclaim's **WWF War Zone** for the **PlayStation**, released on June 24, was initially hard to come by. Many retailers sold out of the product and had to re-order. According to Acclaim's press release, a buyer for **Robbages Etc.** said, "The game basically sold out over the first weekend." Furthermore, according to the divisional merchandise manager of **Kay Bee Toys**, "[**War Zone**] is currently our number one title outselling all other games by a huge margin."

GI was initially skeptical of these claims made by Acclaim, so we held our own informal survey of video game retailers around the Minneapolis/St. Paul area. After a hectic day of phone calls and visits to various locales, we verified that **WWF** was indeed a hot commodity.

Sega, 3Dfx Settle Lawsuit

As **Dreamcast** looms on the horizon for **Sega**, the company has finally reached an agreement with **3Dfx**, resolving a legal battle lasting nearly a year.

If you recall, **Sega** had once considered using a **3Dfx** chip for the new system. But after being wooed by **NEC** and **Videologic**, **Sega** changed its mind and chose to use the **Power VR2** **3Dfx**, outraged by the decision, as well as the brush-off from **Sega**, brought a lawsuit against the company, claiming it had made an agreement with **Sega** to use the **3Dfx** chip. **3Dfx** also wanted to protect its technology and felt that **Sega**, **NEC**, and **Videologic** were all prey to many of **3Dfx**'s secrets.

Although no terms were announced in the press release from **3Dfx**, nor any other details whatsoever, the dispute is now at an end as **Sega** has apparently made a settlement with **3Dfx**.



Godzilla Eyes Electronic Arts

Electronic Arts confirmed it has definitely acquired the **Godzilla** license for use in the U.S. No details were available on plans or development status for any **Godzilla** titles.

In further EA news, **LAPD 2100 AD** has officially undergone a name change, again. Originally, the game was tentatively titled **Future Strike**. The name was then changed to **LAPD 2100 AD**. Now the game is officially called **Future Cop: LAPD**. Apparently, EA is suffering from the 3D Mega Man syndrome.

EA Prepares for WCW, Invests in Developer

Electronic Arts announced it has made a minority investment in **Kodak Interactive Software Studios, Inc.** (or, K.I.S.S. Inc.) and has created a long-term multi-title deal with the 36-person company.

The first games under this agreement will be a series of **WCW** games for the **PlayStation** and the **Nintendo 64**. "Kodak is a dynamic, growing developer with a great team of experienced producers, designers, programmers, and artists," said Don Matrick, president of worldwide studios for EA. "The portfolio of games created by their industry veterans is impressive. We are looking forward to applying the talents of this innovative talent to our products."

Gerardo Melos, president and founder of **Kodak**, is equally as enthusiastic. "We are delighted to be partnering with the premier publisher and distributor of interactive entertainment. The opportunity to create a whole new EA franchise based on World Championship Wrestling is exciting."

So, wrestling fans, a new era of games is about to head your way. And as the bar has been raised significantly by **WWF War Zone** and the award-winning **WCW vs. NWO**, you can expect the games to only get better. The first **WCW** games from EA should arrive next fall.



"Homicidal Vacations Since 2001"

ROGUE TRIP

Vacation 2012

MAGAZINE

The Official Organ of the Amalgamated Association of Automercenaries

VACATIONING IN HELL

We road tested 14
KILLER KARS on
the twisted streets of
NukeTown

BURNT RUBBER, TOASTED FLESH

Aromatherapy on the Road

Tips for Snagging Tourists-- And How to
Avoid Premature Ejaculation Once You've Got 'Em
A³ BABE OF THE MONTH INSIDE

Special FREE Issue for Automercenaries





Dick Briggs, Editor

Welcome back,

Automerccenaries! Remember, on your shoulders ride the hopes of all those too poor to afford a real vacation. Next time you pick up a vacationer, look him in the eyes as you grab his hard-earned wad of cash and you'll see the glint of the hope and the sheer stupidity of one desperate enough to risk his life for a photo opportunity.

Treasure that moment. It's what being a thrill-killing, road-killing madman is all about.

Keep on truckin'!



GREETINGS FROM AREA 51

Mr. Briggs

HELL on Wheels

You're gunning it down Main Street. Sharpshooter glancing off your windshield. Geiger-counter going off the scale. And a snap-happy Japanese couple in the back of the cab. The question is what should you be driving for maximum survivability and tourist satisfaction? Sit back, we'll do the work for you when we road-tested 14 state-of-the-art tricked-out deathmobiles one glowing summer afternoon among the napalm trees of Nuke Town.

For raw hearse-power, nothing beats the **Slidewinder**. Five tons of tank with more firepower than the Third World War. Too big? Well, try on the **Bitch-in-Wheels** and put the muzzle back where it belongs—behind the muzzle of a machine gun.

For pure Auto-mercenary sex appeal, there's only one choice—the **Meat Wagon**. This fuel-injected weeniemobile says more about you than a pair of socks stuffed down your trousers ever can.

For those of you who like a little mercy with your massacre, nothing can touch **Docene**, a well-armed ambulance that hurts while it heals.

You want high-octane performance? **Car Combat Ultra?** Look no further than the pulse-pounding **Pyro**—a flame-spewing aerial filled with fuel. You never run out of gas and if you do go down, you can take everyone with you.

Continued on page 72



Sister Mary Lascivious

Thought for the Day

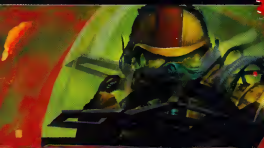
"Thou Shalt Drive Like A Righteous Mad Busted
— St. Ignace de Loy"



When Was the Last Time a Tourist Hit Your Window at 92 mph?

Hey, it happens. You have a bad day. Someone sends a missile your way and bang — **Promature Ejection** — out flies your tourist and before you know it everyone's got little bits of Hawaiian shirt and nostrils all over the windshield. No problem. Whip out a 16 ounce bottle of new-look **SPLATTER-X** Windshield Cleaner and, hey presto...the future's so bright you gotta wear shades.

Remove
Stains
Solid-Like



Rogue Trip

**From the million selling
developer of car combat**

"What's more important—the name or the game?"

EGM

A DIFFERENT KIND OF CAR. A DIFFERENT KIND OF DRIVER.



AVAILABLE AT YOUR LOCAL RETAIL STORE
 Visit www.3m.com/retail or call 1-800-370-6789



www.elecoms.com



www.electronicsnow.com

Action Figures on Horizon: Lara, Turok, & More!

Playmates Toys Inc. announced a lineup of toys, many of which have video game tie-ins. Witness: **Turok** and **Tomb Raider** will come storming to retail shelves with a full line of action figures, and in the case of Turok, a diorama as well.

First of all, **Tomb Raider's Lara Croft** will come in assortments of Birch collectible figures. Nothing else is known about the poses, or if wild beast figures will accompany her, but the line will launch alongside the release of **Tomb Raider II** in November.

Next, a **Turok** action figure line will launch in October to coincide with **Acclaim's** release of **Turok 2: Seeds of Evil**. The line includes a diorama, along with 3-inch figures of Turok characters such as Turok, Joshua Finswood, TallSet, Campaigner, Primagen, and Juton.

Also worthy of note: Playmates plans to release a line of toys based on the new **DreamWorks** movie **Antz**. As Antz will no doubt become a **DreamWorks Interactive** video game, these toys should be video game collectibles as well. Antz the movie will be in theaters starting October 2.



Eidos Grabs Crystal Dynamics' The Unholy War

Eidos Interactive has acquired the publishing rights to **Crystal Dynamics'** PlayStation game **The Unholy War**.

Crystal Dynamics had been searching for a publisher/distributor for this game (as well as **Akagi The Heartless** and the highly acclaimed **Legacy of Kain: Soul Reaver**) prior to May's **E3** show. Now that Eidos has entered the picture, the search may be over.

The Unholy War, scheduled for release in October, will include a playable demo of **Soul Reaver**. Crystal Dynamics would not comment on the agreement, nor would it comment on future publication deals. Game Informer speculates that Eidos is an obvious candidate to acquire the games **Legacy of Kain: Soul Reaver** and **Akagi The Heartless**.



Resident Evil: The Novels

For those of you who can't get enough of the **Resident Evil** world, **Pocket Books** has brought something else to help color in the dark corners of the franchise. Two **Resident Evil** novels are out, and more are on the way. The first two books, one about the events that happen between the first and second **Resident Evil**s, and another that reveals the first game, are a must for RE fans. The novels are written by **S.D. Perry**, and are not watered down in any way, instead bringing the gruesome details you would expect to the table and laying them out for all to see. Check your local bookstores for these titles, called **Resident Evil: The Umbrella Conspiracy** and **Resident Evil: Cotton Cove**.



Game Informer's Site O' The Month



Zach Hunter's Bold (But Not Brash) Website
<http://www.eatlink.net/zachary/>

Zach Hunter's site holds nothing but, offering frank commentary on the industry and a period of the gaming press. If you want to read a good rip-rocker and have a good laugh, Zach's site is the place to be.

VIDEO GAME



- 1 What video game has spawned two novels by author S.D. Perry?
- 2 Electronic Arts recently acquired the rights to what upcoming game?
- 3 What is the name of the Sony PlayStation unit that allows game programmers to design games?
- 4 Spyrex is developing a new X-Men game for what publisher?
- 5 Sega used its SVP chip in only one game. What was it?

(Answers on the bottom of page 32)



Name That Game

This fighting game was published by **Activision** for the **SNES**. In addition to a **Match** mode, the game also featured a **Story** mode, and told a tale of the most famous martial artist to ever hit the silver screen. What game is it?

(Answer on the bottom of page 32)

Data File:

► **Crysis Dynamics** is reportedly working on a characterized racing game tentatively entitled *Powertoil*. As you may have guessed from the medical name, the racing will take place on, or under, the water. Game Informer speculates it could show up as a PlayStation as early as next summer.

► **Activision** has announced that its hit vehicular combat game, *Wipeout 2*, is coming to the Nintendo 64. No word yet as to new options or changes, but expect a few small changes. *Wipeout 2* is scheduled to hit the Nintendo 64 in February of next year.

In an unexpected turn of events, **Activision** developer of *Pinball* and *Pinball* **Chamber** has signed an agreement with **Disney Interactive**, developer of Disney games, to publish at least six new multiplatform titles. One of the titles will be based on the upcoming *Peter Pan* **Toy Story 2**. The other games have not been announced yet, but reports show that two of these titles will be based on upcoming films, and the other three titles will be based on past Disney features.

► Finally, there's a skateboarding game coming to the PlayStation. *Street Racer*, from Microcabin, is a skating game coming to Japan on October 23.

The game features many of the staple moves of real skaters, including kickflips (yep, no more stupid 360s as you only "kick" tricks) and will sport Dual Shock and analog compatibility. No word yet on an American release, but who would want the egg on their face for passing this great one?

► **THQ** has scrapped any plans to bring *SpeedTricks* to the PlayStation... **Electronic Arts** has shied to include styled football game exclusively entitled *Air It Out*. **Extreme 666 Studios** revealed that both *Toku* and *Spyro* **Pinter** have been delayed until early 1999. *Playgrounds* is working on *Police 2* which is rumored to appear as early as March... **DreamWorks Interactive** is planning to develop a more playable version of its dinosaur action game. It is coming back from the dead as *Lost World: Jurassic Park: Special Edition*. **Nintendo** announces it sold over 11 million *Game Boy* units last year. That brings the total installed base of Nintendo's handheld to a whopping \$5.8 million. **Berkley Systems** plans to release its hilarious title game *How Don't Know Jack*, on the PlayStation. **SNK** is anticipating over 7 and possibly up to 12 games for the launch of its *Neo Geo Pocket* handheld. Game Informer staff members enjoyed an afternoon episode of *Abi* **Super's Neighborhood** while constructing this issue.

Plenty of Horsepower Planned for Test Drive 5

Accolade's Test Drive 4 had plenty to offer the **PlayStation** driving enthusiast when it launched last year, and the company promises even more with **Test Drive 5**. The game, due to hit stores the last week of September, will include 28 licensed cars and a number of bands including **KMFDM**, **Gravity Kills**, and **Pitchshifter**.

Here's the list of cars:

1998 Dodge Viper	1996 Shelby Cobra 427SC
1988 Chevrolet Corvette	1967 Pontiac GTO
1998 Aston Martin Vantage	1998 1/2 Ford Mustang 428CJ
1998 BMW Z3	1998 Chevrolet Camaro ZL1
1998 Jaguar XKR	1998 Chevrolet Camaro ZL1
1998 Saab 900	1997 Chevrolet Camaro SS LS-6
1997 Chevrolet Camaro SS LT4	1971 Plymouth Hemi Cuda
1998 Nissan Skyline	1998 Dodge Charger

Plus, 12 "supercharged enhanced" cars and 12 "secret" cars will be included in **Test Drive 5**, making a total of 40 cars accessible to the player.



989 Studios Runs Wild

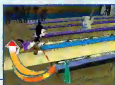
If there's a niche that **Nintendo** has thoroughly locked up, it's character-based racers. The U.S. has received very few outsize racing games for the **PlayStation**. But **Universal** and **989 Studios** plan to change all that with the release of **Running Wild**, a racing game where you play as one of six contestants, each an animal/human hybrid. There's a ram, a zebra, a panda, an elephant, a rabbit, and a donkey. Basically, you take to the road and race across six different courses and three levels of difficulty. Sound familiar? Well, duh. Expect the game to come out later this year, but don't necessarily expect it to be the caliber of **Diddy Kong Racing**.

Animaniacs To Go Bowling on PlayStation

ASC is planning to release a **PlayStation** bowling game starring the **Warner Bros.** cartoon characters from **Animaniacs**.

Based on ASC's successful game **Ten Pin Alley**, the game will be aptly titled **Animaniacs Ten Pin Alley**. The feisty and wisecracking stars of the show - Wakko, Yakko, and Dot - will hit the lanes with seven other cast members including Hello Nurse, Mindy, and Ralph the Guard. Expect plenty of hyrax as the **Animaniacs** interface with games or yell from the audience.

Animaniacs Ten Pin Alley should arrive on the **PlayStation** in November.



DEAD IN THE WATER

LIVE FAST... DIE WET

"I WILL destroy you in the Battle mode ...
I WILL destroy you in the two player split screen mode...
I WILL destroy you in the combat cable link mode ...
I WILL DESTROY YOU MAGGOT!"

SGT Steel

"Look here Son, I WILL use your head as an anchor and your butt as a seat cushion."

Officer JB Nightstick

"When the flag goes down baby
you gonna feel the funk of my
disco Fever Ray. You'll be
happy 'Starin' Alive' til ya die"
Ethiopia Justice

Ebony Justice

"I will cannibalize my sinister
beast and weapons to extreme
consequences, and your
weakish flesh will become mine."

Dr. Grimes



- 13 'Off the Hook' characters to choose from.
- 9 'Blazin'' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats—all fully upgradeable.
- Two player split screen or combat cable link.

New Releases

RELEASE DATE	TITLE	PUBLISHER	SYSTEM
September			
9/25/98	Kyle's Edge	Kinross	N64
9/25/98	Combinator Assault	Atari	PSX
9/25/98	Minister Of Vengeance	ASCU	PSX
9/25/98	Winden NFL 99	Electronic Arts	N64
9/25/98	Lost World Special Edition	DreamWorks	PSX
9/25/98	NHL Hockey 99	Electronic Arts	PSX
9/25/98	Poisonman	Nintendo	GB
9/25/98	Chin's World	Nintendo	N64
9/25/98	Deadly Arts: GASP	Konami	N64
9/25/98	NFL Blitz	Midway	N64
9/25/98	NFL Blitz	Midway	PSX
9/25/98	Pool Master	Activision	PSX
9/25/98	Region Trip	GT Interactive	PSX
9/25/98	Tenno	Activision	PSX
9/25/98	Mid 9	Interplay	PSX
9/30/98	Flying Dragon	Kinross	N64
9/30/98	Brasserie Bowling	THQ	PSX
9/30/98	Duke Ruckers: Time To Roll	GT Interactive	PSX
October			
10/1/98	Resident Evil 2 Outbreak	Capcom	PSX
10/5/98	Extreme G 2	Acclaim	N64
10/5/98	Seven Last PC Racer	Fox Interactive	PSX
10/12/98	Duck Tales 2	Nintendo	GB
10/12/98	Rebirth	Nintendo	GB
10/12/98	Fighting Force	Bishi	N64
10/12/98	Genesis	Nintendo Interactive	PSX
10/14/98	Super Stick Golf	Art G	GB
10/15/98	Elmo's 123's	NewKidCo	GB
10/15/98	Elmo's ABC's	NewKidCo	GB
10/15/98	V-Rally	Game	GB
10/15/98	Space Station Silicon Valley	Tithe 2	N64
10/15/98	Elmo's 123's	NewKidCo	PSX
10/15/98	Elmo's ABC's	NewKidCo	PSX
10/16/98	NCAA Football 99	Sony	PSX
10/16/98	NHL Face Off 99	Sony	PSX
10/16/98	Rival Schools	Capcom	PSX
10/16/98	Try Tennis	NewKidCo	PSX
10/20/98	Tomb 2: Seeds of Evil	Acclaim	GB
10/20/98	Body Harvest	Midway	N64
10/20/98	Back Bubble	Mit Soft	N64
10/20/98	Tomb 2: Seeds of Evil	Acclaim	N64
10/20/98	Knockout Kings	Electronic Arts	PSX
10/20/98	Medieval	Sony	PSX
10/20/98	Motor Gear Solid	Konami	PSX
10/25/98	Charlie Bull's Challenge	Kinross	N64
10/25/98	Armored Core: Project Phantasma	ASCU	PSX
10/27/98	Backstreet Ballads	ASCU	PSX
10/27/98	Body Harvest	Midway	PSX
10/27/98	J-Zero X	Nintendo	N64
10/27/98	Twisted Edge Snowboarding	Midway	N64
10/27/98	Bushido Blade 2	Square Soft	PSX
10/27/98	Motorhead	Fox Interactive	PSX
10/27/98	NBA Live 99	Electronic Arts	PSX
10/27/98	G.D.T.	Pegasus	PSX
10/27/98	Small Soldiers	DreamWorks	PSX
10/27/98	StarCo	Acclaim	PSX
10/30/98	S.C.A.P.S.	Mit Soft	N64
10/30/98	Tonic Trouble	Mit Soft	N64
10/30/98	MCW/WWF Revenge	THQ	N64
10/30/98	Cool Boarders 3	Sony	PSX

(All dates subject to change. Call your local retailer for more details.)



Armored Core: Project Phantasma



Cool Boarders 3



Knockout Kings



Small Soldiers



StarCo



Toxic Trouble

Game Informer's Address Book

Editors

To reach Dave Or of the editors of GI send correspondence to:

Snail Mail
Game Informer Magazine
Attn: Dave Or
10120 West 76th Street
Eden Prairie, MN 55344

E-Mail
dora@gamenformer.com

WWW Home Page
www.gamenformer.com

Secret Access

To contact Secret Access or Access & Allie please send correspondence to:

Snail Mail
Game Informer Magazine
Attn: Secret Access
10120 West 76th Street
Eden Prairie, MN 55344

E-Mail
csa@gamenformer.com

Swap Shop

To contact Swap Shop or A.P.B. please send correspondence to:

Snail Mail
Game Informer Magazine
Attn: Swap Shop
10120 West 76th Street
Eden Prairie, MN 55344

E-Mail
csa@gamenformer.com

Customer Service

To contact Game Informer's Customer Service with Change of Address, New Subscriptions or Inquiries please send correspondence to:

Snail Mail
Game Informer Magazine
Attn: Customer Service
10120 West 76th Street
Eden Prairie, MN 55344

Or Call

Customer service hours:
Monday through Friday,
9:30 am - 4:30 pm (Central Time)
(512) 948-7266

Outside Minnesota make sure to dial area code (this is a toll call)

To subscribe please send a check or money order for \$19.98 to:

Game Informer Magazine
Attn: Circulation Dept.
10120 West 76th Street
Eden Prairie, MN 55344

www.gamenformer.com/sub.html

Video Game Trivia Answer

1. Resident Evil: The events are The Umbrella Conspiracy and G-Force 7. Goats.
2. Winona (Japanese for "Win" & "A")
3. Action
4. Video Mixing for the Sega Saturn.

Watch Your Game Archive

Dragon: The Bruce Lee Story

FuncoLand®

America's Place to Shop for Video Games

GAME INFORMER SAYS "BEST SMASH MOUTH FOOTBALL GAME EVER...ON ANY PLATFORM!"



Expected release date October 2, 1998



For nearest FuncoLand store locations or to order visit us @ www.funcoLand.com



\$59.95*

*or less when you trade any working N-64 game. Regular price \$59.95

\$5 PCM Credit

Trade-in any working N64 video game and receive an additional \$5.00 PCM bonus above the values offered at FuncoLand when you present this coupon.

Offer expires October 18, 1992.



• CM MFL BLTZ 64 0

Westerners are becoming less likely to give aid to countries on a need basis. In 1990, 50% of them gave aid chiefly to needy countries. By 1995, that figure had fallen to 36%, and the number of aid recipients was down by 30% and the amount of aid by 10%, according to the report. "While the numbers of aid recipients have declined, the amount of aid has increased," says the report. "And the U.S. is still the largest provider of aid." Other beneficiaries of U.S. aid include the World Bank, the International Monetary Fund, the World Health Organization, and the World Trade Organization. The U.S. also provides aid to the World Bank, the International Monetary Fund, the World Health Organization, and the World Trade Organization. The U.S. also provides aid to the World Bank, the International Monetary Fund, the World Health Organization, and the World Trade Organization.

FuncoLand

1971-1972



Trade-In your games at
FuncoLand!

*or less when you trade any working PlayStation game. Regular price \$39.95

\$2 PCM Credit

Trade in any working PlayStation video game and receive an additional \$2.00 PCM bonus above the value offered at FuncoLand when you present this coupon.

Offer expires October 31, 1999.



GRM WEI BLTZ BE CT

There is one warning, Friedman says, and issued last February: \$200 in stock is not a 17-year bond. People need to make sure they are in the business for the long run. "I don't see \$200 stock as a cash cow," says Friedman. "It's a business. It's a business, not a commodity. It's a business, not a commodity. It's a business, not a commodity."

FuncoLand

1951 FEB 20 PM

All are trademarks or trademarks of Midway Games Inc. © 1997 Midway Games Inc. © 1997 Atari Games Inc. All rights reserved. The Midway logo, Superleague and the Bowler are trademarks of the National Football League. Official Licensed Product of Playtex, Inc. Playtex Inc. logo is a registered trademark of Playtex, Inc. Playtex, the Playtex logo and the Playtex logo are registered trademarks of Playtex Company, International Amusement Inc. Nintendo, Nintendo 64 and 3-D logo are trademarks of Nintendo of America. All rights reserved. Trade-in codes vary by title and jurisdiction. The right to play a computer of any platform. © 1996 Power, Inc. Power logo is a trademark of Power, Inc. All rights reserved.

Nintendo 64 Review

- **Mini 256 Megabit**
- **Style:** 3 or 3-Player Sports
- **Special Features:** Ton7 Football, Late 19th, No Penalties, Play Editor, NFL & NFLPA Licenses, Arcade & Season Modes, User Records, Rainbow Park Cinematics, 3-D Microbit Controller Pak Compatibility With 640 195
- **Play:** Video High
- **Created by:** Midway Home Entertainment
- **Available:** Now for Nintendo 64

Bottom Line:

9



Square Dance mode.



Center and Johnson celebrate a touchdown.



In case you've been stranded in the far reaches of the third world for the past few months, NFL Blitz is Midway's arcade-style football game featuring some of the fastest and most amazing gameplay ever found in video football. Like Mike Tyson, or the Three Stooges, Blitz glorifies the cheap shot. Even if a play has been whiffed dead, it doesn't matter. After sucking Trent Dilfer, jump on him one more time and let him know he's a punk even though he managed to win his way into the Pro Bowl. And when Michael Irvin goes up for a pass, feel free to kick his ass before the ball gets there because there's no such thing as pass interference. Heck, hit his or his arm or his head in the sack with impunity. If you can figure out a way to do it, it's legal.

Behind fans of simulation football games might cringe at the thought of no rules, but rest assured, quality competition can still be found in this game. First off, the control is precise, and easy to learn. Ball carriers can still run, spin, hurdle, jump, and lateral. Plus, Blitz moves fast and smooth. Obviously, it's not as impressive as the arcade unit, but when you see Blitz on the N64 you will be very surprised at how close it comes. Game as a whole you will experience some slowdown, but overall the game is so fast and snappy you won't give it a second thought.

There is actually one feature the home version has that the arcade doesn't — a Play Editor. Each user is allowed to create up to nine different plays for his or her playbook. Chances from five formations and put the quarterback in either the shotgun or the regular set. After that, create routes for up to three receivers. During a route you can instruct a receiver to jukes, spin, or turbo to help get open. When hatched, give the play a name and you're ready to embark on your coaching career. Look, if you decide a play isn't effective, you can edit it or delete it altogether. Plus, you can take your controller pak to the arcade and use your plays in Blitz '93 when it's released.

The Three Stooges Get Drafted

JON

THE GAMES GAMES

Concept

9.25

Graphics

9

Sound

9

Playability

9

Entertainment

8.5

Overall

9.25

Overall

Probably much everyone's played Blitz before, and having a home version is a no-brainer. The 2-player game and review were this. Making this game of home will be awesome for football Sunday. Setting up your own mini-tournament, each playing referees, and constant trash talking is the typical Blitz session. The tournament is nearly flawless, but the home version is even better, since the Play Editor is perfect for multiplayer gaming. Your own plays are deadly, as it basically amounts to an arms race between you and your friends. About this, this game is great. Hey, folks, it's too late for Blitz. It's a game you must have. Plus, you can take your controller pak to the arcade for Blitz '93. I can't think of a single reason not to buy this game.

PAUL

THE GAMES GAMES

Concept

9.75

Graphics

9.5

Sound

7.75

Playability

9

Entertainment

8.75

Overall

8.75

Overall

There's not much to give about with Blitz. It is a great translation of an extremely entertaining arcade game and Midway did it in some killer new format. The Play Editor is crucial and opens a huge variety of options in this game and the opening screen sequel. Although intended, you can be sure that it is to one of the best to try my home-designed plays at the arcade. This is the first of many ideas that I hope will take advantage of this feature. Obviously, having this season with the current roster update is also a nice bonus in this version. I guess the only thing I did notice about Blitz was that it occasionally suffered from slowdown, but as a whole it is an attractive football package.

REINER

THE GAMES GAMES

Concept

8.5

Graphics

9.25

Sound

8.5

Playability

9.25

Entertainment

8.5

Overall

9

Overall

This port of Blitz is phenomenal. All of the action from the arcade has been translated to the N64 with very little variation or flaw. The only noticeable differences are the occasional moments of slowdown and the addition of a Season Mode. Don't get me wrong, the Season Mode is great, but it needs better things. One — stat tracking for individual players and league leaders, and two — the removal of the stupid default that automatically makes you lose if you stay too long after three overtime quarters. For the entire football season, I would still see Madden as my first choice, simply because I love having all of the players and fantasy options given. But if you only play for 3-player quick, then Blitz is the one and only choice.



Check out the new Play Editor.



Late 19th.



After 4th.



A dramatic play.



33rd play.

1st Q.

2nd Q.

3rd Q.

4th Q.

Norwalk and its Norwalk logo are registered trademarks of Sony Computer Entertainment Inc. "CLANNAD" and "NORWALK" is a trademark of Sony Computer Entertainment Inc. Digital Game of Sony Computer Entertainment Inc. ©2007. This game is published by Working Group, under license from Sony Computer Entertainment Inc. English: Tetsuya Akai / Working Group; 1999. Working Group is a registered trademark of Working Group, Inc. All rights reserved. Screen shot taken from actual play. Web Address: http://www.sonycomputer.com. For a dealer near you, call 800-262-2626. Electronic Game Software: A-1000000000-0000

Nintendo 64 Preview

- Size: 128 Megabit (With Battery Backup)
- Style: 1 to 4-Player Fighting
- Special Features: Over 70 Wrestlers; 700 Frames of Animation Per Wrestler; Weapons; Virtua Fighter-Styled Instant Reversal Costume Edit Mode; 40-Man Battle Royale; Voice & Caricatures of Referee Mark Curtis; Rumble Pak Compatible; User Records
- Created by: Acclaim for THQ
- Available: Late October for Nintendo 64

95% Complete

OOZING WITH POWER



Ohhh... Ohhh!



Extreme pain is in someone's future



Enter Goldberg



How Stalker grips it is his personal style and plunges off it's top rope

It would be easy to write off WCW/NWO Revenge as a simple upgrade of last year's World Tour, but it's much further from the truth. From the second you pop this game into your Nintendo 64 it oozes with power, boasting all-new textures, all-new moves, all-new wrestlers, all-new arenas, and an all-new attitude.

Before you even enter the ring, you can edit any of the over 70 (possibly 80) wrestlers by switching outfits with other characters (and even masks for the hooded heroes), and alter the colors at the touch of a button. Move the Hulkster into Raven's flock, put Larry Zbyszko into the IWGP—you name it, it's in here.

Choose your wrestler and head into one of six arenas based on actual pay-per-view events, including Bash at the Beach, Souled Out, Halloween Havak, Starrcade, and Super Brawl. Each wrestler has his own unique entrance before the bout, filled with fireworks, smoke, and electronic music-dazzle. Goldberg comes in slapping his face, COP comes accompanied by Kimberly, and Hogan has the ever vigilant Eric Bischoff at his side.

Once the wrestling begins it's easy to see how improved the graphics and animations are. Each character has his own signature moves, and even a swag in his step. For instance, Giant and Big Ben don't slip in under the ropes—they step over them. Rick Steiner crawls on the floor like the wild animal that he is, and Rey Mysterio Jr. climbs like a monkey on the ropes.

There are also a number of new moves at your disposal. After fighting in the runway outside of the ring, you can then run and slide under the ropes back into the squared circle. And if you were lucky enough to get one of the many weapons from the crowd, you can bring that in with you too. A couple of smashes to the head, and your opponent's down. Luckily, there's a new move that lets you easily jump to either side of a downed opponent to set up your next chattering slam. But be careful, almost every move in Revenge has a counter. One fake move, and you could get your butt cracked by a thunderous signature move, or by one of the game's new combos (which can only be used by characters, such as Goldberg, who do them in real life).

During matches, the ring is watched over by referee Mark Curtis, who comes onscreen to count off pins and ring-outs. But it's a good thing he's there, as other wrestlers will run in during a match to help their cohorts in crime. For instance, say Kozan is getting pummeled by Bull Sagwell; Sting will run in, weapon in hand, to equalize the situation.

Winning matches is the key to unlocking many of the hidden characters found in WCW/NWO, but don't worry about saving them to your Controller Pak—as Revenge features battery backup to store hidden characters and unlocked moves. The battery will also keep track of your records and high scores from matches, as the game scores you an overall performance (to let you show who truly holds the title).

Watch out: because this October the WCW and NWO are coming and they got Revenge on their minds. The question is: Are you up to the challenge?



Sting comes to the rescue of his Wolf Pack companion



Kimberly



"The table" quash the Raven



What exactly are these guys doing?



"A fully-loaded fighter...a new kind of fighting game"

-Nintendo Power

"Very unique fighter...the originality shines"

-EGM Players Guide

"Innovative gameplay and variety"

-ign64.com

FLYING DRAGON

AVAILABLE NOW.



Published by

Strong Force™

NATSUME

Remble Pak & Controller
Pak compatible

Natsume and Strong Force are trademarks of Natsume, Inc. ©1998 Natsume, Inc. Strong Force characters and any characters they use, Flying Dragon characters and any characters they use are the property of Natsume, Inc. All rights reserved. Screenplay and Game Design by Natsume, Inc. All rights reserved. All other trademarks are the property of their respective owners.



Super deformed mode: Collect all 200 items to build the most powerful fighting machine ever!



Virtual mode: Choose between classic 2D fighting or brawl in a fully 3D environment!

Nintendo 64 Preview

- Size: 255 Megabit
- Style: 1 to 4-Player Action
- Special Features: 6 Worlds With Multiple Level Objectives; 30 Weapons; 4 MB RAM Pak & Rumble Pak Compatible; Massive Boss Creatures; 4-Player Deathmatch; New Tank Storyline
- Created by: Iguana Entertainment for Acclaim
- Available: Late October for Nintendo 64

85% Complete

You Ain't Seen Nothin' Yet

In the 3D action genre, *Turok 2: Seeds of Evil* stands unchallenged this holiday season. Gamers are hungry for another shoot-'em-up, and Acclaim's upcoming release will satisfy this need. After being blown away by *Turok 2* at E3 (just August '96), we had a chance to check out the multiplayer modes, a bunch of new weapons and enemies, and witness the possibilities of an upcoming Nintendo 64 peripheral that works wonders with this title.

Playing a "kill or be killed" match-up against one, two, or even three of your gaming comrades has obviously proven successful with N64 games like *Super Mario Kart*, *GoldenEye*, and others. *Turok 2*'s design team plans at least 12 multiplayer environments, boasting that *Turok 2*'s deathmatch will be, "The best the N64 has ever seen." The Blood Lust mode is the standard deathmatch mode, and options can be set for available weapons and number of players per team. The Frig Tag mode is slightly similar to a mode in *GoldenEye*; one player is "it" and is totally defenseless. This person must escape through a warp to collect points and make another opponent "it." The multiplayer mode has at least eight characters to play as, including enemies, and even the original *Turok* comic character (who was later swapped for the younger *Turok* that we all know from the first game). The multiplayer options and overall quality of the graphics already make *GoldenEye* look ancient. An excellent example of what players can expect is in the bow and arrow fight. When you shoot an opponent with an arrow, you'll see the arrow stick in the opponent, and the opponent in turn sees it in his or her field of vision. It's quite a sight to see a guy running around with an arrow stuck in his ear.



Turok's little has been replaced with this deadly blow.



Meet Akim, Turok's mystical guide.



The mission of Turok.



The mission of Turok.



This is just a taste of Turok 2's amazing special effects.



The environments are beautiful.



...and extremely dangerous.



The shotgun works wonders at close range.



It's deadly!



It's deadly!

The 1-player game is divided into six separate environments that range from a castle-like port town to an alien spaceship. Filled with these massive worlds are some of the nastiest and most gruesome enemies you have ever seen. The rather mundane human enemies found in the first *Turok* are gone. Standard dinosaurs such as the raptor and coonpy are abundant on some levels, but rarely dinosaur hybrids called dinosaurs run rampant. All of the enemies are very intelligent. Some will retreat when they see you have a big weapon, or they will dodge and hide from gunfire. Other foes will attack with ferocity when you get too close. Especially spectacular are *Turok 2*'s boss creatures. Massive baddies, pulsating creatures such as the disgusting creature dubbed "Mother" make a huge impact on the game. The bosses will challenge players, while giving them a visual treat. As mentioned, the Tek Bow (complete with sniper mode) is an essential, but you have to see the Cerebral Bomb. Think of a lock-on missile that, once it connects, drives a drill straight into the dinosaur's brain. The blood sprays like a fountain as the enemy crashes to the ground. The insane designs of the weapons, and the destruction they inflict, are not for the faint of heart (or those under 17).

Turok 2's graphics are easily the N64's best ever. But the graphics get even better when playing with the 4 MB RAM expansion pak. What's that, you say? The RAM pak (as we call it) is a small cartridge that plugs into the small door on top of the N64 unit, upping the N64's RAM. Although Nintendo has not announced plans to release the RAM pak, such a device will allow *Turok 2* to run in high resolution. Nintendo would be stupid to keep this RAM pak out of gamers' hands. The game works fine without the extra RAM, but once you see the difference, there is no turning back.

Turok 2 will be out at the end of October and is easily Acclaim's hottest property. Keep on the lookout, so it's going to be one of the flagship games for the N64.

This is your game.



This is your game on the blink.



ANY QUESTIONS?

Dust and dirt can damage your game system. The result? Poor picture quality, fuzzy sound and slow or "buggy" game play. Cleaning your system and games regularly will maintain high quality gaming and ensure a longer product life. Player's Edge cleaning kits will keep you and your system in the game.



Game maintenance products available from Player's Edge.

Cleaning Kits for: NINTENDO® 64 • SUPER NINTENDO® • NINTENDO® • SEGA® GENESIS®
• GAME BOY® • GAME GEAR® • MULTIMEDIA & GAME CDs

Available at **FuncoLand**

© 1997 Player's Edge. Player's Edge is a trademark of Intellectual Associates, Inc. Nintendo Accessories is a trademark of Nintendo Manufacturing Ltd. Nintendo 64, Super Nintendo, and Nintendo 64 are trademarks of Nintendo. © 1996 Playmate Ltd. Nintendo 64 Game Gear, Genesis, Nintendo and Game Boy are trademarks of Nintendo of America, Inc. Sega, Genesis and Game Gear are trademarks of Sega Corporation Ltd.

**PLAYER'S
EDGE**

Nintendo 64 Preview

- Size: 95 Megabit
- Style: 1 to 4-Player Sports
- Special Features: Create Player & Customize Rosters; New Graphics Engine; Multiple Seasons With Free Agency & Replacements; Create Team Mode; Commentary by Mike Patrick & Randy Cross; Pumble & Controller Pak Compatible
- Created by: Iguana Entertainment for Acclaim
- Available: October for Nintendo 64

90% Complete

**Can It
Topple
Madden?**

NFL QUARTERBACK CLUB 99

The sweetest football season on the N64 is about to begin. While we gave you the bottom line on Madden 99 in this issue, Acclaim and developer Iguana say adding the finishing touches on NFL Quarterback Club 99. Luckily, just before this issue went to press, Game Informer had the chance to playtest the game for the first time.

Last year's version of QBC dazzled players with its high-resolution graphics and you would think that all Iguana had to do with this installment would be to touch up and add a few selections. However, the team at Iguana completely redesigned the player models and packed in nearly 400 animations. You'll see linemen dig in their chests as they go into a three-point stance. The QB will take counters or jump pass after handing off (as in Brett Favre). In the huddle, huge linemen huff and puff as they try to catch their breath. There are even 10 different animations for injuries. Also worth noting is, in snowy conditions, players' footprints dot the field and tackling will leave longer skids.

Aside from the all-new and extremely detailed graphics package, QBC 99 goes right after ain't hush with the multiple season mode. Similar to the Franchise mode of Madden, QBC allows you to play over a number of seasons complete with free agent signings and other GM duties. Playow's attributes will also change over the course of time. For example, say you were playing as the Vikings and (not that this would ever happen) Chris Carter has only 10 catches for 100 yards in an entire season. This sub-par performance might lead to things such as his speed and catching ability dropping below the next season. To be sure, a slick Player Create mode will allow you to fill the gaps in your team, or you can make just one player if you want. The Team Create mode will give you options to pick jersey and helmet colors, compile a playbook of 128 plays, and draft the top talent to concoct your fantasy football team. For the historian, you can go into the Historic Sim mode and relive key moments from every Super Bowl. Finally, insane football fans will also be able to play as NFL Europe teams including the Claymores and the...well, those other guys. The list of modes and features is long and comprehensive and QBC is definitely keeping up with Madden in these departments.

The biggest and most important question concerning QBC 99 is the playcontrol and computer intelligence (or AI). Unfortunately, we won't be able to figure out the answers to these questions until we see a complete version. What we saw and played of QBC 99 was impressive, let's just see if Acclaim and Iguana can jell the game for the new season. ■



Get ready for some hard hurn.



What's this guy's name again?



#64 JOYRIS

Mitchell doesn't stand a chance



QBC has great moves and even better animations



This will be a common occurrence this season



Two NPC Central teams square off



Berry has all the moves in QBC 99



Nintendo 64 Review

- **Size:** 96 Megabit
- **Style:** 3 to 4-Player Sports
- **Special Features:** Create Player & Customizer Roster, Play Editor With Team/Sports Playbooks, Franchise Mode, Fantasy Draft, Custom Season, Rumble & Controller Pak Compatible
- **Play Value:** High
- **Created by:** Thauron for EA Sports
- **Available:** September 25 for Nintendo 64

Bottom Line: 8.75

**VIKES, PACKERS, BRONCOS...
THEY'RE ALL HERE!**

Nintendo 64 isn't an all-good as PlayStation 3 comes down to control. The moving stick is messy, and there's a really no difference in running speed, so the best ever. It's more annoying digital, while audio. But my goal is really with the N64 controller because the buttons and joystick layout is uncomfortable and awkward. I simply despise it. The game looks really well. I think the extra like Franchise Mode, Play Editor, and new graphics make Madden the N64 football game to have. Madden might patch up its AI problems with QBC 99 and as a whole QBC 99 looks much better than Madden, but I'll stick with EA and gameplay. You're guaranteed a product that works, and in this case Madden is exceptional.

JON THE GAME CRITIC	
Concept	9
Graphics	8.75
Sound	8
Playability	8.5
Entertainment	9
8.75	OVERALL



Crossing patterns are deadly



He drops back...



The definition of speedster tackle



He manages to keep his feet

I am a little concerned that I haven't seen anything of QBC 99 in the time I've been waiting. Color this screenshot that is what I do know is that this version of Madden looks much better than last year's games. The computer is tough, the graphics are excellent, and the sound is excellent. I've spent countless hours perfecting the various attack of the Titans and it's hard to get the game down. Obviously, the graphics on this game due to PlayStation 2 and the NFL have in play and in word it could be attributed to the N64 controller, but the play down I seem as light as the PS2 version. That aside, anyone who picked up and enjoyed last year's game should definitely pick up Madden 99.

PAUL THE GAME CRITIC	
Concept	9.25
Graphics	9.25
Sound	8.75
Playability	9
Entertainment	9.5
9	OVERALL

To compete with Quarterback Club, Madden 99 is a real challenge. Madden 99 is a real challenge. What did I do? Well, I made the game look really sharp, but it also killed the fun. The game doesn't slow down any, it just gets a real choppy and the controls become much better. Other than this, Madden 99 is the franchise is spectacular (except for the missing credit player feature in the Franchise Mode), and the gameplay is definitely unmatched on the N64. The new wing tackle, jukes, and cutting maneuvers are incredible and so realistic. Madden 99 is good, new good. So good you may not think about another football game until next season rolls around.

REINER THE GAME CRITIC	
Concept	9
Graphics	8.75
Sound	8
Playability	8
Entertainment	9.25
8.5	OVERALL

The race for the top football game on Nintendo 64 was a hard fought battle last year. EA's Madden and Activision's Quarterback Club were both hot entries, but last season's QBC introduced gamers to high-resolution graphics (Hi-Res as Activision calls it) and it had the luxury of a full NFL license. These features alone may have given QBC the slight edge in sales. Yet, in this current season, EA is firing on all cylinders and has included a new graphics engine along with the NFL team license. But that is just the tip of the iceberg.

Of course, EA Sports went the route of high-resolution graphics. Players appear to be larger and far more defined than in last year's game and the animation is far more elaborate. Tackles come in many forms as players are pulled down by the ankles, wadded up around the waist, or simply picked up and thrown to the ground. The Nintendo 64 version has far more animations than its PlayStation counterpart. The level of detail is most evident in games played in the snow. Just like playing at Green Bay in December, you can actually see the players' breath in the cold winter air.

Just like its PlayStation counterpart, Madden 99 on the N64 has plenty of options including the all-new Play Editor, Franchise Mode, and everyone's favorite—Player Create. The Play Editor opens up a whole new era in the Madden series and allows for the construction of up to three offensive and defensive plays. One of our favorites is the "slay doodle" (as we call it). In this game Informer play, the four wide receivers line up wide and then converge to the middle of the field. Unsuspecting linebackers are left with their hands flat. There is an endless variety of plays that can be a nice addition to the standard playbook for each team. With the Franchise Mode, you not only take the role of field general, but you are required to be a shrewd general manager as you must closely monitor rosters, get rid of the starters, and re-sign key players over the course of a number of seasons. It sounds easy, but it takes plenty of time to negotiate a contract with a player who thinks he's worth a couple million dollars a season.

For years, Madden has been known for its simple and concise control. Sending a receiver up for a jump ball and coming down with it has been a solid and easily-executed maneuver for the wily Madden veterans. It is still one of the best moves in any sports game, but this year's game adds more to the playbook, especially on the defensive side of the ball. Defensive line shifts and power tackles add a lot of dynamics to the game. For example, the 3-4 flush trick works especially well when the line shifts wide. This creates a mismatch on the outside and allows the blitzing linebackers to often get a free run at the QB. However, you're dead if the opposition runs up the gut. The power tackle works like a speedbump when you're not around the ball carrier, but once he's in range WHAM! The sound of the hit alone will sometimes make you cringe. Speaking of sound, Madden 99 has excellent on-field sounds, but seriously lacks the commentary from Madden and Summerall found in the PlayStation version.

The verdict is still out on QBC 99 as to whether it has what it takes to compete with this new and improved version of Madden. Football fans may have tough choices this season, but the review staff at Game Informer can help guide your way with the bottom line. ■



Nintendo 64 Review

- Size: 96 Megabit
- Style: 1 to 2-Player Fighting
- Special Features: Create Wrestler; Cage & Weapons Matchup; 4-Player Battle Royale; 2-Player Cooperative or Versus; Rumble & Controller Pak Compatible
- Gameplay Value: Moderately High
- Created by: Irem for Accuvision
- Available Now for Nintendo 64

Bottom Line: 8.75

	ANDY	PAUL	JON
Concept	9	8.5	9
Graphics	8.75	8.75	9
Sound	9	9	9.25
Playability	9	9	9.25
Entertainment	9	9	9.75
Overall	8.75	9	9.75



If You Thought WW It Was Bad...

If you thought the bloody beaches of *Nowandhen* was a war zone, just wait until you see what happens when Stone Cold, Shocker, Masked, and the British Bulldog square off in a 4-player cage match. Heads will roll, and pain will take its toll, because WWF War Zone is total war, where combatants brawl and tumble through a tumultuous championship streak.

Any serious wrestler has heard all about this game, and the verdict is pretty simple. With an unbelievable amount of options, including cage and weapons matches, a knockout mode, a finishing mode, and the Best Creative Wrestler option you've ever seen, War Zone offers a unique piece of software. The graphics are in Irem's patented HiRez, so each wrestler is sharply defined, and the complicated throws and holds control smoothly. The sound, particularly during a bone-crushing move, makes you cringe with evil pleasure because inflicting pain is the name of this game. The extras and hidden secrets are outstanding, especially the ability to create female wrestlers. War Zone also includes true wrestling strategy, and in order to knock out the top contenders, it's essential to know the finishing move to perfection.

This year, the N64 boasts two new wrestling games. Accuvision's War Zone features an amazing Create Wrestler feature, but THQ's WCW/WWE Revenge offers many more wrestlers (and many more moves). The choice is yours, but War Zone will not disappoint.



Andy: The Game Humbles

"I really like the fact that with this game you can always tell who has the upper hand. Plus, the graphics and the create player are fantastic. It needs more wrestlers, but this is definitely a great wrestling title."

Paul: The Game Professes

"I've wanted a computer game between this and the N64 version, but the right idea is perfect. But it lacks the play sessions. Otherwise, this is a solid wrestling game. If you're a WWF fan, you will not be disappointed."

Jon: The Simply Super

"Compared to the WCW ones, War Zone lacks tons of wrestlers, but its Create Wrestler is totally awesome. Furthermore, War Zone is short but fun, meaning, as it's not as skill based, but it's an unusual fun and 4-player matches. Not War Zone is a must-have for propping enthusiasts."

Nintendo 64 Review

- Size: 96 Megabit
- Style: 1 to 2-Player Racing
- Special Features: 17 NASCAR Tracks (No Daytona), Adjust AI & Physics; Unlock Hidden Drivers; 20-Car Field; Soundtrack Includes Stevie Ray Vaughan
- Gameplay Value: Moderate
- Created by: EA Sports
- Available: September 22 for Nintendo 64

Bottom Line: 7.25

	ANDY	PAUL	JON
Concept	7	7	9.25
Graphics	8.5	8.5	9.25
Sound	7	6	9.25
Playability	8	8	9
Entertainment	8	8	9.25
Overall	7.25	7	8.5



BECOME THE INTIMIDATOR

The stock car scene finally finds its way to N64, a racing-squealed platform, but NASCAR 99 is more than just a standard racing sim. This game is a full-out attempt to re-create the NASCAR experience in every detail, and it does a pretty darn good job.

While only 20 cars comprise the field (as compared to 30 on PlayStation), the cars are huge, and perfectly colored. When these exhilarating moments of car contact occur, debris flies into the track, a little smoke rises up, and you're fighting the controller just to keep your line. With speed-sensitive steering, it's important to watch your speed and track going into every turn: too hot, and you'll bang the wall; too cold, and the pack will leave you by laughing all the way.

Improvements over last year's PlayStation version include the addition of the Brickyard 500 and Martinsville 500, night racing, and classic drivers like The King and Benny Parsons. However, one annoying "change" to the game is the selection of a rearview mirror. This makes driving in the "big-sun" and "no-car" views nearly impossible, since cars in the side of your don't register correctly. On the very first lap you'll run into a phantom car, hitting you to the wall and a frustrating "race over." Pitting is also impractical, and can't teach true NASCAR strategy (unless you want to stop following races).

NASCAR 99 is about as fun as it gets, and N64 owners dying for a NASCAR game will love NASCAR 99. But next year, we'd like a more advanced (with paint options), a chance to hire and fire pit strategy, plus in-depth tire and fuel strategy.



Andy: The Game Humbles

"This game is fun to play just because it's NASCAR, but in the overall scheme of things it sucks: (1) The pitting takes you time to take 4 times, (2) the assistance has about two lines, and (3) your car has no rearview mirror."

Paul: The Game Professes

"It's great to see that EA isolated the problems in this game, but overall it's just not that fun. The cars and damage are well done, but the sound and overall graphics are terrible. Only NASCAR fans will love this."

Jon: The Simply Super

"NASCAR 99 sucks hard, especially with Stevie Ray playing guitar, but the 'no rearview mirror' sucks. I can't see the first person view, and I can't tell what's happening on the sides. The 20-car field is also lame, and the pitting system has not changed. I like this game a lot, but more teams have to be added."

Nintendo 64 Preview

- **Size:** 36 Megabit
- **Style:** 1 Player Action/Platform
- **Special Features:** Over 40 Creatures, 90 Abilities, Interactive Environment, 4 Arms With 10 Levels Each, 30 Camera Angles
- **Created by:** DMA Design for Take 2 Interactive
- **Available:** October for Nintendo 64

75% Complete

Survival Of The Fittest



The world is in imminent danger when the Space Station Silicon Valley, which has been missing for 1000 years, suddenly returns. A group of machines flee out to the station some time ago, but have not been heard from since. So it's up to Danger Dan and his robot buddy Eya, heroes for Max, to head out to the station and investigate the mess.

In the very strange game called Space Station Silicon Valley, you play as Eya, whose mission is to go through the 40 levels and prevent the space station from crashing into Earth. As you go through the levels, you have to take control of robot-animals, creatures that evolved on their own over the 1000 years in very unique ways. Ranging from tank turtles to flying dogs to juggling bears, these creatures have to be killed in order to take control of them. Once you control them, you can use their abilities to solve the many puzzles.

Although there are solid platforming elements involved, the gameplay is so dynamic that players quickly focus on acquiring each of the different species. Using each animal's strengths, you are able to find many ways things to do apart from the mission.

To keep the player from thinking too hard, DMA has kept the game lighthearted, with lots of silly elements. All of the animals nod their heads to the beat of the music, and many have abilities that seem to serve no useful purpose.

With the entertainment opportunities that Space Station Silicon Valley presents, it could be a hit. That is, if players can look past the quirkiness of the whole thing.

Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4 Player Racing
- **Special Features:** 12 Vehicles, 12 Tracks With 3 Variations Each, Nine Realistic Weapons, All New Physics Model, Remake Controller, & 4 MB RAM Pak Compatible
- **Created by:** Probe Entertainment for Acclaim
- **Available:** October for Nintendo 64

90% Complete

Acclaim's N64 Racer Returns



When Acclaim launched Extreme G last year it was a welcome and popular addition to the Nintendo 64 lineup. This year is a different story. Not that Acclaim's opening sequel won't be popular or well received. The problem is, Extreme G 2 joins an ever increasing market of racers that now includes PlayStation's Wipeout 2 (a series that arguably reinvented the racing combat genre). Acclaim and developer Probe Entertainment know that gamers won't settle for a mere look update.

To appease fans, Probe has completely rebuilt the game engine from the ground up. Last year's game wouldn't even allow you to turn around on the track, but this year, Extreme G 2's new physics model re-creates a "flow" (if you can be so technical) that doesn't exist in racing environments. The vehicles (12 in all) stay in the turns and even pivot in a manner similar to a motorcycle. Speed and big air are the essence of Extreme G 2, along with the combat.

The "race for first while destroying all who come in your way" concept is only part of this title. Extreme G 2 also incorporates a 4-player deathmatch with tank-style machinery. Each tank choice has mobile counterpart with colors, but these machines are built for head-to-head combat, not speed.

Extreme G 2 might have some stiff competition from other games, but the improvements we've seen make it one to keep an eye on. Look for a review in the coming months.



NFL Xtreme.® A high-scoring, 5-on-5, in-your-face, gridiron war. There's no rules, no penalties and no boundaries. It's a helmet-popping, trash-talking, late-hitting free-for-all. Enjoy.



NFL XTREME

AFTER THE COIN TOSS,
ANYTHING GOES™



NFL Xtreme and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. NFL is a registered trademark of National Football League. Officially licensed product of the NFL Players and NFL Properties. The NFL shield design is a trademark of the National Football League. Some names, nicknames, sports equipment, uniforms and business identities are trademarks. "NFL Xtreme" and "NFL Xtreme and anything goes" are trademarks of the NFL Players. © 1999 Playmates Inc. Developed by 3DO Studio. "NFL Xtreme" and "anything goes" is a registered trademark of Sony Computer Entertainment Inc. © 1999 Sony Computer Entertainment Inc. All rights reserved.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Real-Time 2D Battle Scenes, 9 Characters To Play As, Interesting Storyline, Really Fast "Run" Button, 8 Swords To Collect, Memory Card Required
- **Rating Value:** Moderately Low
- **Created by:** Namco
- **Available:** September for PlayStation

Bottom Line: **6.75**

Tales Of Destiny comes to the table with lots of original story styles, and a unique game engine. For starters, the main character, Stan Aleron, is a showaway on an important ship, a ship that just happens to be carrying a very valuable sword. After the ship is attacked, and Stan is discovered, some moonies try to steal the sword. Instead, Stan, after the sword, adds to his surprise, a sword to fight. Apparently Stan has been "chosen" by the sword (named Dymnos) to be its master. The sword is sentient, and has some abilities, like spellcasting and special attacks. After Dymnos helps Stan escape, it explains the existence of other worlds like it—a race known as the Swordians, and to thwart his competition—a mysterious evil menace also trying to acquire the sword.

The game is similar to many other RPGs in a physical sense; walk around, talk with people, acquire items and gold to get you equipped for whatever may lie ahead. However, this game does stray from the norm in a variety of ways. First, along with gold, the party acquires less—crystals with energy properties—that are sold for money. Many people seek out the less, they are valuable to a corporation that buys them for use in industry. Although supplying the towns with heat and lighting is the major use of less, there seems to be other uses as well, for the company is acquiring far more less than it could ever use. Hm...

Another unique characteristic is the fighting interface, instead of the typical menu, you are treated to a 2D side view of the characters and their enemies. Then, you attack and cast spells, all in real-time. It's kind of like Gundam Heroes for the Sega Saturn, only simpler. This is a pretty unorthodox way to do the battle scenes, as you will not be completely bored by the time you have entered battle for the billionth time.

Tales of Destiny

**DUT TALKING TO ME YA'
DUMS SWORD!**

Zero Forces are treated throughout the game.

Everyone gets in on the action.

Hey dude, you've got a hole in your wall!

A look at the beautiful Dymnos.

The view is breathtaking.

A bit of the environment.

ANDY

THE MAIN CHARACTER

Concept

7

Graphics

6.5

Sound

6

Playability

7

Entertainment

6.5

6.75

OVERALL

"Tales of Destiny isn't necessarily a bad game, but it ain't great either. Using an unorthodox battle engine, Tales does have something new to offer RPGers. Unfortunately the mechanics in your party really don't do that much, so the battle basically falls in the shoulders of your characters. This makes getting new characters almost completely unnecessary (though you can use them in battles). There is a nice moving story line, Super Nintendo graphics, and takes just a month to write home about. It's better than Gundam: Sengoku & Beyond the Beyond, but it isn't nearly as good as the Sekigundas or Final Fantasies of the world."

JON

THE MAIN CHARACTER

Concept

7

Graphics

7.25

Sound

6.5

Playability

7.25

Entertainment

7

7

OVERALL

"Nothing's worse than an RPG with a bad story and lame battle interface. I'm totally bored with the 'super' battle interface. I basically sit there and spend the first battle, while wishing my stress away. The encounter rate is pretty high, so I walked the Web while exploring (note: this is a bad sign). I do like the different areas, how beaches to forests to shores, everything looks different, but the graphics almost seem like you're watching the game through newspaper—basically everything is in black and white. I don't think I'll play this game through because the translation's good, the sword is cool, and there are lots of items, but when should spend their RPG time elsewhere."

REINER

THE MAIN CHARACTER

Concept

6.5

Graphics

6.75

Sound

6

Playability

7.25

Entertainment

7.75

6.75

OVERALL

"Meh... This is hard game to like of Destiny perfectly. The overall look and animation is as generic as it comes and not very lively, and the story itself is often boring but more times than not saves as all heck. The combat scenarios are interesting, but stupid in execution. If Namco could have implemented a more user control these scenarios would have seemed as innovative and a fresh change from all other RPGs. But not all of Tales is bad. The game does manage to play really entertaining and engaging enough to play all the way through. If you consider yourself an RPG nut, then by all means give the Tale a try, but otherwise, there are better tales to be told."

THE ULTIMATE MAN-MADE CREATION
HAS BECOME THE ULTIMATE GENOCIDE MACHINE
AND ONLY ONE FORCE CAN STEM THE DEADLY TIDE

THUNDER FORCE V

Perfect System

WIN \$10,000*

Contest Co-sponsors:

Game
Republic

Babbage's
software 



*No cash prize to offset a loss due to age, illness, unemployment, etc. At its ending at \$100 per Thunder Force V Game Club.

©1995 Sega Corporation. All rights reserved. Sega, the Sega logo, and the Sega logo are trademarks of Sega Corporation.

Thunder Force V is a trademark of Sega Corporation. All other trademarks are the property of their respective owners.

Thunder Force V is published by Babbage's Software, Inc., 10000 S. Main Street, Suite 100, West Valley City, UT 84115. All rights reserved. In the United States and Canada, Babbage's Software, Inc. is the exclusive licensee of Sega Corporation.

Thunder Force V is published by Babbage's Software, Inc. All other trademarks are the property of their respective owners.

Playstation Review

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports (8-Player Via Multi-Tap)
- Special Features: Greater Player & Customers Roster, Play Editor With Team-Specific Playbooks, Franchise Mode, Fantasy Draft, Custom Seasons, Dual Shock & Analog Compatible
- Display Video: High
- Created by: EA Sports for EA Sports
- Available: Now for PlayStation

Bottom Line: 9.25

Last year Madden got shot down in the graphics department. It was blown off the field by the dazzling polygon graphics found in *GameDay 99*. Worth saying that Madden 99 didn't please plenty of people players, but in the eyes of many video football players Madden had to come up with big changes for the '99 season. And EA Sports has delivered with all new graphics, new playbooks, and a host of new features and options.

The obvious change in graphics comes with Madden 99's polygonal engine. Polygon is on hand, but off the triangle and looking more than nothing without a shadow. Madden 99 has a huge variety of animation and features that is more apparent than with the tackle. For example, linebackers submerge running backs and actually flip the runner into the air, cornerbacks ride the opponent as the ball carrier struggles for extra yards, and the D-line sends the QB sailing with a strategic shoulder to the chest. On the other side of the ball, running backs climb and reach to the ground to catch their balance, but they also juke, spin, and hurdle. There are some excellent stadium replays, deconstructing hits, and much on the jerseys, and the looks of Madden 99 are exceptional.

With all the new additions to the graphics, the play-control scheme also received some updates. Although the tried and true Madden control is still apparent, EA Sports added an offensive jukes move: receiver-specific pump takes line shifts on defense, and a redesigned power tackle move that also acts as a speedburst. EA also gives a little help to the Madden newbies by adding the One-Button option. When turned on, the option will put control of nearly every move into one button. The computer decides what move is appropriate, be it a soft-arm, jukes, jump, etc. It even selects the open receiver.

Off the field, Madden 99 offers more options than ever before. Leading the way is the Play Editor. Here you can create up to three different offensive and defensive plays that can be added to any team's playbook. Choose blocking assignments, coverage, and even 94 different pass routes for receivers. For situation fans, the Franchise mode allows multiple seasons play where you set your own rules, two options sign on (all while staying under the salary cap), and you'll get paid if your team doesn't perform well. It doesn't stop here as Madden 99 also allows you to create a Custom Season using any of the more than 100 teams. You pick the teams and choose what leagues the teams will be in. Just imagine: you can put all of the Bills Super Bowl teams together to create the chicken league.

EA Sports has surpassed expectations with all of the new additions packed into the game. Will Madden come out on top in this year's football season? Leave it up to the football experts at Game Informer for the scoop.



Score vs. Cards: Battle For The Franchise.



The game will highlight big plays with an out-of-play.



The Vikings' 4-3 is always tough.



Use the Play Editor to design your own plays.



Check out one of Madden's many wrap tackles.



Packera fans better get used to this.



With Reed & Moore wide, defense will be scored.



JON

EA Sports

Concept

9.25

Graphics

9

Sound

8.75

Playability

9.25

Entertainment

9.5

9.25

Overall

Simply put, Madden 99 is the most complete career football package ever made. Things like the Play Editor, the Franchise Mode, the Draft, and team-specific playbooks offer so much depth to the 1-player game. And the graphics is right up there too, especially the manual jump line. Plus, with the different motion capture and short play block, you actually achieve a rhythm to your offense, and every aspect of the game is under your control. Then there are the graphics. Compared to *GameDay*, Madden has many more tackles and hits. When you play inside linebacker, come up to plug the hole, and stand the halfback straight up, it's exactly like real football. There's a lot to say about the game, but it ends by saying Madden 99 rules big and whop! *GameDay* had.

PAUL

EA Sports

Concept

9.5

Graphics

9.25

Sound

9

Playability

9.5

Entertainment

9.75

9.5

Overall

"What a difference a year makes. Madden 99 packs so much new stuff it boggles my mind. So here are going to break out with the Franchise Mode. You really have to be up on all the workings of a club's front office to succeed. All the new animation, especially the new tackles, are exceptional. You can almost feel the game when you're immersed in the battlefield. Flipped on your back. The custom playbooks are awesome. It's fun just to design crazy plays and by then in a game Madden has passed its competition with the year's season and ended the year on its highest note. Forget about *GameDay*, this is the football game to have. It delivers on every aspect and will keep you busy long after this year's season has ended."

REINER

EA Sports

Concept

9

Graphics

8.75

Sound

8.5

Playability

9.5

Entertainment

9.25

9

Overall

"Last year *GameDay* made Madden look like the cupcake. The last polygon action that 32 delivered was just as much fun. Madden's already little sports game to compete with. But even though the look of Madden 99, the play was still really impressive. This year, though, Madden's move to the polygon world is nothing short of spectacular. The gameplay is tight, fast, and above all, very realistic. The jokes on runs around the corner, the spin catches, cutting across and field, and the alien different forms of wrap tackles are simply riveting. The overall experience is as you would expect: football. EA with all the necessary new developments like the Franchise mode and Play Editor. This is the football to get for the '99."

NFL GAMEDAY '99

PlayStation Review

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports (8-Player Via Multi-Tap)
- Special Features: Adjustable AI & Game Speed; On-Site Player & Customizer; Rosters; Penalty Draft; Custom Games; Tacti Control; Playbook; Draft; Block & Jammer; Compatible: Memory Card Required
- Inlay Value: Moderately High
- Special: 1st PlayStation for 50th Studios
- Available: September for PlayStation

Bottom Line:

7

A Rebuilding Year?

This year's *GameDay* tries, it goes without saying that I don't much like for football, but I'm constantly cursing *GameDay*. The defense is totally dead, the season appears to be completely worthless, the play clock means squat, play selection is annoying, calling lines can still, you can't arrange yards outside of a game, there's no real play a policy, the sound effects are completely pointless or insignificant, money plays are everywhere... I could go on for hours. Compared to Madden, *GameDay* never even gets out of the backfield, and it's a poor year effort from 1998. Nothing's changed from last year (except it looks more), and so I thought we put into the simulation aspects I expect much more next year, and remain extremely disappointed.

JON
THE CRYING GARDEN

Concept
7.5
Graphics
9
Sound
8
Playability
7
Entertainment
7

7.5

OVERALL

I think the existing graphics that *GameDay* had last year caused me to overlook a few things that become annoyingly apparent with this game. First passing in every down and running down the field is too easy even with the difficulty raised out. As the ball is thrown to the receiver, moving toward the ball and bring a jump route ready every time (especially with the receiver running by and past defense) fail to mention the Pro Blue, which is a money play. This is the first time. After the *GameDay* window, I'm disappointed with this limited and half-5555 game. It's yourself a few and say *GameDay* '99 did go back to *GameDay* '97. Now that you're played!

PAUL
THE GAME PROGRAMMER

Concept
8
Graphics
9.25
Sound
8
Playability
6
Entertainment
6

6.75

OVERALL

Now this is an early sign of a software. *GameDay* '99 could possibly be the biggest disappointment of the year. After seeing last year, I thought it was a disaster and came out with game a disaster. 1998 Studios had *GameDay* simply dead there and back the idea. In other words, Madden crushes this game. *GameDay* still has the best arcade-like football action that we enjoyed so much last year, but it hasn't improved much at all. The player models look ten times better, but the gameplay is stagnant and not very entertaining, and just languored for years. I don't think it's a good idea. *GameDay* did suffer from many years ago, but now sound effects, and extremely limited variety options. This year, you just wish it was John and Co.

REINER
THE GAME CRITIC

Concept
6.75
Graphics
6.75
Sound
6.75
Playability
6.5
Entertainment
6.5

6.5

OVERALL

GameDay '99's polygon graphics were an industry first and it can be argued that this alone had a lot to do with its success. 1999 Studios is not ruling with last year's graphics and *GameDay* '99 improves by more than doubling the polygon count on player models (with over 550). This gives the players plenty of detail. Couple this with the huge number of motion-captured animations and *GameDay* boasts a very impressive graphics package on many fronts.

Utilizing such NFL talent as Tampa Bay fullback head last year's "cover boy" Mike Alstott, and up-and-coming rookie QB Ryan Leaf, 1999 has persistently used a lot of new NFL players to recreate subtle football movements in an attempt to capture the nuances of the game. A healthy supply of player substitutions, warranties helping each other off the turf, and other actions you might see on the field are all found in this new version. Yet other nuances like a variety of catch animations are disappointingly absent. However, *GameDay* '99 does introduce new stadium models (complete with shade from the bleachers), polygonal referees, larger crowd and play clock screens, and new TV-style camera zooms and cutaways that are further exploited by the inclusion of NBC commentators Dick Enberg and Super Bowl XX MVP Phil Simms. All nicely done, but the voice of Simms becomes repetitive and quite annoying in his constant howl some slow fullback is going to enter the NFL's limited main campaign.

GameDay has always been an innovator in terms of precontrol, redefining football games to such things as the swim move drill-arm, and other moves. It's the now familiar Tacti Control package that allows nearly every button on the controller. The basic controls from the previous game remain intact, but 1999 has added defensive moves to shift the line, or call up the secondary into tight coverage. *GameDay* '99 unveils a new artificial intelligence (AI) scheme that its developer has christened "Authentic Football Intelligence." We're not exactly sure why 1999 used football as intelligence in this phrase, as the AI in this game can be described as dismal. Sure, defenses will disguise coverages, offenses will exploit your tendencies, and wide receivers will run various split routes, but the general incoherency as the computer covers receivers out of the backfield shoots down all arguments that this game's AI is anything above average.

In terms of options such as season play, roster management, and creating your own players, *GameDay* seems to have continued down the same road it has for the last couple of seasons. Starting a season with a new offensive or defensive strategy is still available, but you can't really play more than one team in a season, or playing multiple seasons with general manager responsibilities, nor can you record.

Last year's game blew us away. Does this year's game do the same?



GameDay offers a receiver, Madden offers a...



If this were the playoffs, he'd stay out there.



The WRs, hard workers at the NFL Central.



In this view, it's tough to see the wide receivers.



PlayStation Preview

- Size: 2 CDROMs
- Style: 3-Player (2-Player Alternating)
- Special Features: Updated Gamespeak & New Game: Emotion, Amazing & Hilarious CG Sequences: Bum Riding, New Enemies & Traps, Memory Card Required
- Created by: Oddworld Inhabitants for GT Interactive
- Available: November for PlayStation

75% Complete



There's a Whole Lot of Mudokonns Going On

Game Informer has been waiting for Abe's Exoddus since the day we saved all 80 Mudkonns in Abe's Oddysee. And since the game was unplayable at E3, we have been chomping at the bit for a playable version to arrive in our office. Finally, our dreams have come true, and now we have a little more slivory on one of the most anticipated sequels of the year (at least for us).

Like Oddysee, when you first turn on the game, you are given the opportunity to check out the Gamespeak. Surprisingly, it lists the Glukkonns, Parasites, and Scrabs, in addition to the Sligs, as "controllable" characters. Instantly we were gliddy with excitement, and adventured into the game itself.

On the surface, there's not much different about Abe's Exoddus when compared to Abe's Oddysee. The graphics work in the same fashion as before (with prerendered computer-generated backdrops), the animation is as slick as before, and the control is rock solid and almost identical to the first game. But with one major change—the addition of more modes to Abe's Gamespeak. Replacing the two whistles, fart, and laugh are "All 'n", "Sympathy", "Slap 'n", and "Work."

"All 'n" gives Abe the ability to call all his Mudokon brothers at once (avoiding those troublesome, personnel introductions in a moment of extreme urgency). The command "Work" enables Abe to get the Mudkonns to help him in his quest, as they are capable of turning cranks and flipping

switches when ordered. The "Sympathy" and "Anger" commands are a little more complex. When Abe isn't close to a Mudokon and presses one of these emotions, he either hisses (scary!), or snuggles (how cute!). But when close to a Mudokon, Abe will slap the senses back into his Mudokon brother with the "Anger" command when he is under the influence of Laughing Gas, or pat him on the back and tell him "soory" with the "Sympathy" command when a Mudokon is angry. It all sounds a little confusing, but it is actually quite easy to pick up on and the interaction between the characters is quite funny. Oh yeah, for fans of the fart in the first game—don't fear—it has just been moved. By pressing the X button in the standing position Abe will let one fly.

While the game emotion is perhaps the best new feature, there are tons of other fantastic additions. For example, the blind Mudkonns keep walking in one direction until you tell them to stop. And you can use this to fool them into thinking you're somewhere else by calling to them from another area. It's a handy trick when you need them to flip switches for you. Also there are tons of new enemies and action sequences to master, which we'll get into next month, as we continue to keep a close eye on Abe.



Awake past the sleeping guard.



Check out these Mudkonns...they're wasted.



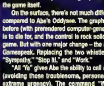
Follow the mine cart...it's like the spinning pinball.



When you take control of the Pecos, you can climb up threads.



That Scrab is protecting the lock in the corner that holds a Mudokon spirit.



Don't sleep on the Sligs because they will alert the Pecos.



Don't sleep on the Sligs because they will alert the Pecos.



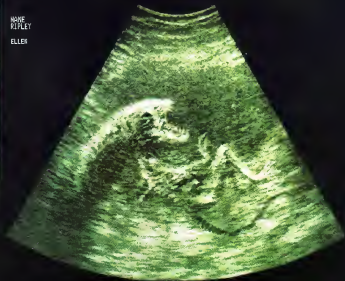
The blind Mudokon will keep walking in one direction until you tell them to stop.



Check out the smaller Sligs... Cool, huh?



NAME
RIPLEY
ELLEN



DUE SOON

ALIEN
RESURRECTION
THE GAME



©1998 Twentieth Century Fox Film Corporation. All Rights Reserved.

PlayStation Preview

- **Box:** 2 CD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** Gameplay Emphasis: Stealth, Hand-To-Hand & Weapon-Based Combat; Power-Ups, Snake Cam, Radar; Real-Time Cutscenes; Bonus! Graphics: Dual Shock & Analog Compatible; Directed by Hideo Kojima
- **Created by:** Konami Computer Entertainment Japan for Konami
- **Available:** October 25 for PlayStation

90% Complete

The Art of Stealth

During last May's E3, Metal Gear Solid (MGS) was easily one of the most played games. And with good reason too. The control is perfect, the AI is solid, the graphics are stunning, and the atmosphere is intense. Hideo Kojima, the director of MGS, has left no stone unturned in searching for the ultimate gameplay experience.

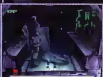
Fans of action/adventure games and spy thrillers will absolutely fall in love with this game. The intro FMV sequence gets you in the mood as our hero, Solid Snake, prepares to infiltrate the enemy's hideout in frigid Alaska. The intro gives the feeling of being at the movies, and when the credits stop, Snake is ready for action. In the first mission, Snake is below the hideout in a large underground room filled with guards under the command of Solid Snake's arch rival, Liquid Snake. To reach the surface, Snake must make it to an elevator on the other side of the room, but instead of shooting everything in sight, Snake must try to avoid the enemy by using his refined techniques of stealth. But the first mission plays more like an opening scene, and once Snake gets past the bad guys and begins his ascent to the surface, the credits continue, letting the player know there is plenty more to come.

Sneak Snake shoots with a revolver.



With heavy emphasis placed on Snake's ability to move about undetected, even the smallest task sets the player's heart a thumpin'. Thankfully, there is a radar screen to help Snake keep track of the terrorists. Plus, the radar shows their field of vision and the range of surveillance cameras. In some cases, the radar shows an area teeming with guards, and the final destination seems impossible to reach. When this happens, Snake can attract the guards' attention by repping on an object. Then, as they move to investigate, Snake can silently escape behind them. But there's more. Snake acquires the classic cardboard box which he can crawl under when hiding spots are scarce. Then, by switching to the "Snake Cam," he can peer out of a small slit cut into his brand new fort.

Of course, sometimes Snake has to get violent. He can use a gun, or one of many other weapons, but that often attracts too much attention. Therefore, it is often wise to utilize Snake's hand-to-hand combat skills and sneak up from behind a guard and break his stinkin' neck. The only way this game could be more immersive is if the controller left blood on your hands.



"Heh, what do we have here?"



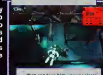
Sneak Snake in his cardboard fort.



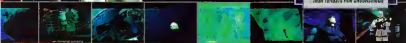
...and this is the view from inside.



Sneak Snake grabs the enemy...



That renders him unconscious.



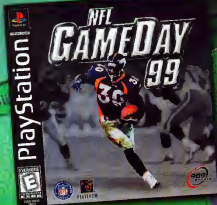
FuncoLand

America's Place to Shop for Video Games

\$39⁹⁵

"The #1 football game is back
and is better than ever!"

Game Informer Magazine



NFL Game Day '99
preview guide is your
ultimate guide to NFL
Game Day '99.



FREE available
GIFT with
purchase

while supplies last

WIN A TRIP
to the
PRO BOWL
HAWAII 1999
AN EVENT OF NFL

Register at any FuncoLand store
for your chance to win a trip to the
Pro Bowl in Hawaii. For official
sweepstakes rules and details
visit your nearest FuncoLand store.

Only on



For nearest FuncoLand store locations or to order visit us @ www.funcoLand.com



Prices and Offers good through October 31, 1998. Limit one per customer. No cash or in-store credit. Copyright and related rights in trademarks will be licensed. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Officially licensed product of the NFL Players and NFL Properties. The NFL shield is a registered trademark of the National Football League. "Game Informer" logo, "Game Informer" and other logos are trademarks of the Game Informer. © 1998 NFL Players Inc. Logo is an official trademark of the NFL Players. All rights reserved. Game Day '99 developed by 3dfx Studio and Mid Zone Interactive, Inc. 3dfx Studio is a trademark of Sony Computer Entertainment, Inc. All rights reserved. © 1998 Funco, Inc. FuncoLand is a registered trademark of Funco, Inc. All rights reserved.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 Player Action/Adventure
- Special Features: 2 Playable Characters, Stealth Indicator, 50 Levels (2 Exclusive to U.S. Release), Over 20 Weapons & Spells, Scoring System Rewards Stealth & Dummies, 2 Difficulty Levels, More Cut-Scenes, Outstanding Sound Score
- Created by: Sony Music Entertainment Japan for Activision
- Available: Now for PlayStation

95% Complete



Get a play horsey.



Perfect execution.



You should be looking for a boyfriend.

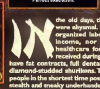
Excuse me?



Death from above.



Simply wait and kill.



In the old days, the working conditions in Japan were abysmal. Ninjas, for example, didn't have organized labor unions to provide a steady income, nor did they have the proper healthcare for all of those gaping wounds received during a hard day's work. Today, ninjas have fat contracts, full dental plans, and fancy gold-plated, diamond-studded shurikens. They just want to kill as many people in the shortest time possible and have lost all respect for stealth and sneaky underhandedness.



Duck!

RESULTS	Time	Score	Rank
Obstacles Killed	4/11	100	10
Secrets Killed	2/1	10	10
Score		100	10
Enemies	0	0	0
TOTAL		100	100
Next - Re-try		MASTER NINJA	



This climbing is an essential skill for all ninjas.

If you think modern ninjas are just a bunch of no-talent food processors who don't live up to the work ethic set by their blue-collar fathers before them, then Tenchu, the new PlayStation game from Activision, will change your mind. It has some rough edges, but Tenchu admirably relays the sensation of being a stealth assassin. The idea is to avoid fighting whenever possible. To succeed, you must be patient and master sneaking up behind enemies and killing them before they can react. If you can perform an "undetected kill" a majority of the time, you'll not only achieve a better score, but the levels will be easier to complete since you won't have to deal with retreating enemies draining your health meter.

To help move unnoticed through Tenchu's 10 levels, you'll always have a rope and grapple to give you access to higher ground like rooftops, trees, and cliffs. From above, you'll have the ability to move around and watch the enemy guard below. If you wait until his back is turned, you can jump down, cut his head off, and then return to your roost and search for the next victim. Tenchu also uses a stealth indicator that lets you know if an enemy is suspicious of your presence, and tells you when danger is near.

Inevitably, however, you will have to face an enemy or two head-on. This is one of those rough edges we talked about. The control is pretty stiff and enemies sometimes prove to be a bunch of boneheads. But overall, Tenchu is great, and with the help of various items and power-ups, come a lot of creative ways to dispose of enemies. Of course, there are the traditional throwing stars, but you might choose to bait a guard with some delicious poison rice. Once he eats it and the stomach pains set in, jump out and slash his belly. It's all in a day's work.



Trip for two to Universal Studios in Los Angeles. Includes round-trip airfare, two nights hotel accommodations, \$100 spending money, VIP passes to Universal Studios and a one-year subscription to Game Informer.

Trip for two to Universal Studios in Los Angeles. Includes round-trip airfare, two nights hotel accommodations, \$100 spending money, VIP passes to Universal Studios and a one-year subscription to Game Informer.

(FOUR WINNERS)
PlayStation game console,
copy of *Seymour the Dragon*TM
& one-year subscription to
Game Informer.

(FOUR WINNERS)
PlayStation game console,
copy of *Seymour the Dragon*TM
& one-year subscription to
Game Informer.

(TEN WINNERS)
Copy of Spyro the
Dragon™, PlayStation
branded T-Shirt &
one-year subscription
to Game Informer.

(TEN WINNERS)
Copy of Spyro the
Dragon™, PlayStation
branded T-Shirt &
one-year subscription
to Game Informer.

Pick up your pen, crayon, paintbrush, chalk, or lump of coal and draw your favorite scene from *Spyro the Dragon* on a **STANDARD SIZED ENVELOPE**. Every single envelope will be eyeballed by our esteemed panel of judges – to include members of Universal Interactive Studios and Inorniac. They will look at neatness, artistic ability and creativity. You must send in your entry by November 15, 1998. We notify the big, bad winner by May 15, 1999 (we'll have to give us some time to fairly judge the many wonderful entries!).

Send in your drawings on a standard sized letter envelope (9 1/2" x 4 1/4"). Be sure to include your name, address, gender, date of birth, phone number with area code and answers to these questions:

- 1) Do you own a PlayStation?
- 2) How many PlayStation games do you intend to purchase this year?

When you are ready to send it off, address it to:

Game Informer - Spyro the Dragon Art Contest
c/o Linzee International
1306 Old County Road
Belmont, CA 94002

Remember:
We must receive your entry by
November 15, 1998.

[illegible][illegible]

Pratt, Colorado, is one of the many well-known cities in the United States that is known for its scenic beauty. The city is located in the heart of the Rocky Mountains, and is surrounded by some of the most beautiful scenery in the country. The city is known for its vibrant culture, and its many attractions, including its historic downtown, its world-class skiing, and its beautiful lakes and mountains. The city is also known for its excellent food and drink, and its many outdoor activities. The city is a great place to visit, and it is a great place to live. The city is a great place to experience the beauty of the Rocky Mountains, and it is a great place to experience the best of Colorado.

[illegible]

sumers a direct, transparent link to a celebrity, winners cannot be legal guardians. By acceptance of prize, winners agree to all use of their names and likenesses for purposes of advertising, public or otherwise without further compensation, unless prohibited by law. Employees of the Sponsor and Juggo and their parents and related companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, divisions or related companies are responsible for any damages, direct or indirect, that winners might incur as a result of this contest or receipt of prize.

6. **Wine List:** For a lot of servers, send a letter to: **Spice and Sings Winery List and** send to address above. Requests must be received by May 30, 1999. Please allow for

8. Restrictions: Used where published or exhibited in line

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Egon: The Dragon TM & © 1999 Universal Interactive Studios, Inc. All rights reserved.
Find us at www.UniversalStudios.com. Developed by Insomniac Games, Inc. All rights reserved.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing
- Special Features: Stunt Mode; Link Cable Compatible; 13 Chimeras; Way 13 Straight; Way 13, Bigger Air Than All The Rest; Dual Shock Compatible
- Created by: SingleTrac for GT Interactive
- Available: November for PlayStation

70% Complete

Tons of games are trying to dig their claws into the "band" craze sweeping America. Selling to the legions of fans who march out to buy the next Cool World, or the next 1999, is a lucrative niche, since they go and purchase hundreds of these respective games each year. The bad thing is, although the games are very pretty and kinda cool, they don't really capture the essence of what drives these crazed amateur astronauts. These daredevils want the big air in a bad way. They want the system to be open-ended so they can make up their own tricks (rather than use a preprogrammed set of moves). This is probably the biggest attraction in *Streak* — as the air gets bigger, the stunts get bigger.



Into the Wild Blue Yonder.



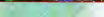
That ice is slippery.



That's a narrow gap.



Whee! Psychodelic!



Big Air + Mad Tricks = FUN

If you have been reading *GI* for the last six months, then you already know quite a bit about *Streak*. This game has us so hooked it keeps us at the office, playing like mad through the weekends. While the premise itself seems old, as it is very similar to *Jet Moto*, nothing could be further from the truth. The control itself feels rather different than everyone's favorite bike game, and the collision, hit detection, and physics all seem very new. The characters are not nearly as aerodynamic or central-weighted as in *Jet Moto*; rather, in *Streak* it's a little harder to begin rotations. But when you do launch, you can create massive tricks that will astound and amaze. As you get in the air, you can grab the board and rotate it in any direction. If you take the jump too far, you can even put on the rear thrusters to stall out in mid-air.

But once you learn to pull the huge dualsies, and streak with the best of them, you'll find gaps that have 10 seconds of hangtime with ease. Add this to the cool characters and interesting story, and GT has a hit on its hands, a cult classic in the making.

The areas are as fresh and entertaining as anyone could wish for. Sure, there's the typical city level, and the beach level, but there's also the farmhouse level, the castle level, and even a factory level complete with hot, molten steel. Although a castle level seems a bit dull, wait until you take the first leap off the top.

And that's only the beginning. There's even a mode that allows the player to abandon the race for first place and focus on tricks instead. But pulling the tricks can be dangerous, as there are many "ghost" textures, or solid places that seem landable, but actually send you falling to your doom, screaming, "NO! THERE WAS A PLACE TO LAND! REALLY!!!" But nothing's perfect, right? Even so, it's a

great idea, especially considering that many who played *Jet Moto 1* and 2 got bored with the racing aspect and instead just headed to the Nightmare track to do huge tricks — like bleeding off the Butterfinger sign and flying straight up into the air. These are a few great memories from SingleTrac's games, and we're sure its newest endeavor, *Streak*, will create even better ones.



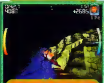
Ready to go.



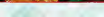
A little we'll action.



Now that's a drop.



Over the gap.



TOMB RAIDER

ADVENTURES OF LARA CROFT III

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 3-Player Action/Adventure
- **Special Features:** 6 Unique Worlds To Discover; Hi-Resolution 512x256 Graphics; Atmospheric Puffs on Each of 15 Levels; Improved Artificial Intelligence; New Movie; Dynamic Lighting Effects; Dual Shock & Analog Compatible; Memory Card Required
- **Created by:** Core Design for Eidos
- **Available:** November for PlayStation

HI-RESOLUTION BABY!

70% Complete

LARA Croft, the sexy and sultry star of video gaming, is returning for yet another round this November with the release of Tomb Raider 3. Featuring improved hi-resolution graphics, Tomb 3 isn't just another "throw-out-a-couple-of-me-too-levels" title. This monster is going to feature five new environments with three levels each, new vehicles including a kayak and a plane on the Area 51 level, new moves, and improved artificial intelligence (AI).

While these improvements sound impressive, the enhanced AI is perhaps the most important. We think Core Design would agree with us on this point, as it went out and hired someone to solely concentrate on this one aspect of the game. Tigers think like tigers...piranhas swim away when you splash into the water and then quickly reconverge on their target...humans actually try not to get killed and will come after you as if their own lives depended on it. But perhaps aren't all that weak you in Tomb 3, there will also be lots of indigenous life to encounter—birds and bats fill the air...fish schools in the rivers...and monkeys hide in the trees.

The control in Tomb 3 is also a little different; it's been slightly modified to incorporate Lara's new moves. Lara can now crawl on the ground (YES!), swing from vines, unleash a super burst of speed (over and above her standard run), and even grab onto the underside of objects and move about in the classic monkey bar style. Lara even has a knife that she can use in and out of the water for battle, or as a tool to pry treasure free. And yes, Tomb 3 is Dual Shock and analog compatible. It even uses both analog sticks, as you can control Lara with the right stick (she jumps when you push down on it), and control the camera with the left (which fires her weapon when it is depressed).

All in all, Tomb Raider 3 is shaping up to be a worthy addition to the Lara Croft lineup and a game that shouldn't be missed by fans of the babe in blue.

This angry tribe knows what it wants for dinner.

Watch out for the bullets in the mountains.

Tomb Raider 3's movies are much better than 1 or 2.

Skyrockets at night...afternoon delights!

Here's a picture of Lara just hanging around.

Now that's what we call dynamic lighting!

Run to me my dear.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Action/Strategy
- Special Features: Turn-Based Strategy & Real-Time Combat Game Modes; 16 Playable Characters, Each With 3 Moves & Additional Specials; Purchase & Spawn Reinforcements; Analog Controls; Includes Legacy of Kaito: Soul Hunter Demo
- Created by: Crystal Dynamics for Eidos
- Available: October for PlayStation

90% Complete

A Sci-Fi Battle Royale

THE UNHOLY WAR

In the project known as *The Unholy War*, the "creators of *Star Control I & II* and the co-designer of *Archon*" are attempting to amalgamate the action and strategy genres. At the moment, it appears as though these highly acclaimed PC personalities have, in fact, fused the two genres together in a fashion the gaming world has yet to experience.

What we have here is a strange piece of software. *The Unholy War* is basically chess meets a fighting game. From the start, the player will need to choose what team he or she would like to play as: either the Telvans or the Ancunes. Both teams are equally balanced and feature seven distinct combatants on each side. The warriors all feature different abilities (like speed, strength, and healing) plus three separate attacks. Some of the characters are gifted with flight, others can spawn helpers.

The action segment is where these attributes and abilities come into play. But you will first need to choose a character equal to your opponent. For instance, if the computer character flies, you won't want to choose a character who can't jump or fly. All 16 arenas are small, 3D, and multi-tiered in some way or another. On some of the levels, there are teleports, power-ups, and even hazardous sections. The goal is to deplete the other player's health by any means possible. The difficult part is, the three different attacks run off a meter. When you use one of these attacks the meter will deplete, then slowly grow again.

The strategy portion of *The Unholy War* is extremely basic and easy to understand. Simply move your character across a hex grid, then attack. The attacking can either be action-based, or simple, generated hits. In this mode you can also cast spells (one per character) and buy reinforcements with the cash you receive for winning battles.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing
- Special Features: Jeff Gordon as Both Your Friend & Enemy; Stock Car Racing; Physics: 2-Player Link of Split Screen; Extreme Super Speedways; Memory Card, Dual Shock & Analog Comparison
- Created by: Real Sports for ASC Games
- Available: February '99 for PlayStation

50% Complete

The Future of NASCAR

Jeff Gordon

Look at that corner of curves up ahead.

Watch lights on the front stretch.

We're coming into the line at 312 mph.

Braking for that fatbolic point.

Jeff Gordon, the Winston Cup Champion everyone loves to hate, is actually a hardcore gamer. Speaking with Gordon, we learned of his race trailer, his comfortable chair, and his PlayStation. During race weekends, Gordon retreats to his trailer and plays games for hours on end—games like *Gun Turf* and *Cool Boardman 2*. Well, Gordon wanted to make his own game. After striking a development deal with ASC, the concept took shape, and *Jeff Gordon Racing* for PlayStation is a look at what stock car racing could be like in the year 2002.

Picture this: your favorite NASCAR cast out in full, with two tiers for driving, plus jumps, 60° banks, and all the thrills of stock car racing. Or how about your favorite oval turned into a figure-8, with cross traffic, a loop turn, and seven valleys? Seriously, there are major wrecks in this game, and if you're tired of the same crashes in most games, *Gordon Racing* will set you straight.

Because it is a stock car game, *Gordon Racing* follows a tight physics model. Deereen is the weight distribution, or "force" diagrams, the weight on each wheel is released and represented, so racing enthusiasts can watch the weight distribution as a car performs the impossible. Players can choose 1 of 12 different cars, and eight tracks are available for play. Also, ASC is now a member of Game Informer's "Thank You List" for including a 2-player link option, alongside the standard split-screen. And finally, everything calculates as you face your enemy—the ultimate showdown with Gordon himself.



Fighting fast monsters against slow opponents works well.



Really hard to walk right through 'em.



I have a big shot.



I'll move him.



Now, that's electric.



Wishes to quick and easy with that big blade.





Spiked ala Turbo

Some Retinal Burning (Just an excuse to wear red shades)

Look-Yes

Dislocated shoulder

Wears "standard issue" race gear 24 hours a day

Whispered Jaw Edg

S.O.B.A.N.E. Elbow (Reminds)



SCARRED FOR LIFE?

Intense racing action hits the streets September '99 for PlayStation 2 Game Console and PC-CD ROM. October '99 on the Nintendo 64. Play alone or inflict permanent damage on up to 3 of your friends. And, if you fall behind, you can always BLAST 'em. They'll always remember you - every time they look in the mirror.



Web Site: www.ubisoft.com



©1999 Ubi Soft. All rights reserved. Ubi Soft and the Ubi Soft logo are trademarks of Ubi Soft Entertainment Inc. All other trademarks are the property of their respective holders. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo 64 and the Nintendo 64 logo are trademarks of Nintendo. All other trademarks are the property of their respective holders. Ubi Soft is a registered trademark of Ubi Soft Entertainment Inc. Licensed by Nintendo.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Action
- Special Features: Fighting Controls & Special Moves; 20 Levels; Over 300 Character Moves; Various Kung Fu Styles; Power-Ups & Collectibles; Bosses; Dual Shock Compatible; Real-Time Cutscenes; 27 Enemy Types
- Created by: DreamWorks Interactive for Activision
- Available: November for PlayStation

60% Complete



UNICAT
THE CAT



As video games evolve, the lines between genres eventually blur or even altogether. As gamers, we like to see companies experiment and forge the new ground that takes video games to new heights. As consumers, however, we can get a little nervous when companies mess with the equation, because if they screw it up, we're out 50 bucks.

Tai Fu is another attempt at melding two styles into one game. On one hand it's an action/adventure title set in ancient China. Players assume the role of a tiger named Tai, a misanthropic member of the distant Tiger Clan accused of brutally murdering the Panda Monks. Through 20 different levels you can obtain different power-ups and collectibles. Plus, there are some platforming elements to be conquered, and you'll even run into the occasional switch to pull.

But Tai Fu also attempts to be a fighting game. After the Monks were slaughtered, the people wanted blood. More specifically, your blood. You must now face members of the other clans (like the Snakes and Monkeys) as well the head heretic, the Dragon Master. To survive, master the different fighting techniques of the different animal clans, including specials and combos. In all, there are over 100 character movements such as the Pounce Attack, Crane Kick, and the Monkey Roll. In addition to these fighting styles, you can use your Chi power which is limited in supply, but quite powerful. Chi is magic based on the elements such as water, earth, fire, and lightning.

Will Activision and DreamWorks bring gaming to new heights? Find out this November when Tai Fu is released and Gi unveils the bottom line.



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Action
- Special Features: Bruce Willis; 11 Levels (4 Bosses); 9 Weapons; Scorest; Gamecube; Cat-Suicide; Power-Ups; Dual Shock & Analog Compatible; Checkpoints; Music from Post
- Created by: Newmarket Entertainment for Activision
- Available: November for PlayStation

75% Complete



HE'S VERSATILE



Every time you venture into a convenience store, it seems you're bound to see the mug of Bruce Willis plastered on the Enforcer along with his raggy ex-wife, Demi. It gets a little old, so after reading the tabloids and paying hard-earned cash to see the summer smash, Armageddon, it's good to see Bruce taking part in something more worthy...video games.

In Apocalypse, Bruce is once again named, get this, Terry Alacade. Okay, whatever, but the word thing about this third-person action game is the freedom of control. While cruising through the game's 11 levels, Bruce can be moved in one direction with the left d-pad while firing his weapon in any other direction using the lone buttons. Better yet, if you have an analog controller, the movement is even more fluid and you can aim in practically every direction, not just a few points in the 360 degree range of motion. This is hardly a breakthrough idea (Robotron), but it lends itself nicely to mowing down the swarming enemy masses.

The enemies themselves are pretty tame even though they are a force collected by the Four Horsemen of the Apocalypse. It seems these guys, Death, Plague, War, and the Beast, have been ransacking the earth, ransacking up this force in order to destroy humanity, in addition to being heretofore ruthless, the Horsemen also play the role of four separate boss characters standing in the way of our hero, Bruce Willis.

Soon, GI will have a reviewable copy of Apocalypse and then we can answer more questions regarding length, AI, and level design. Until then, just hope it doesn't take another two years.

PlayStation Preview

- Size: 2 CD-ROMs
- Style: 1 Player Role-Playing Game
- Special Features: Animated Cut-Scenes; Character & Media Battles; 3D Worlds With Camera Panning; Multi-Button Combo Battle Interface; Major Jump & Run Buttons; Playable TF VII Demo
- Created by: Square Soft
- Available: November for PlayStation

90% Complete

**The RPG
Experience of
the Year?**



The RPG game is connected to developer Square Soft like a zit on a teenager. Square has been entertaining the world with RPG epic since the grand old NES days, and Square has found the most success with its Final Fantasy franchise (which in fact will hit the whopping eighth installment in late '99). But there is always room for a new adventure. Over the years we've found other Square titles to be equally as impressive as Final Fantasy — both Chrono Trigger and Secret of Mana kept us on our toes for hours upon end. On October 15, we hope Xenosaga delivers yet another memorable experience.

Slight off the hat, we can tell you this is not the first big epic like Final Fantasy VII. But don't take our words the wrong way. Xenosaga does more than enough to achieve the status of greatness. The combat scenario is very dynamic and unique to this game, and the look (while a tad grayish in the textures) is exceptional and very stylish.

Now the combat scenario work, however, is hard to explain. In one, you don't just hit a button to attack. The entire attack interface is based on a combo system. Every time you attack you will need to hit a series of buttons to create a combo string. Don't fear though, you don't have to throw these attacks like in fighting games. These combos feature unlimited selection time and a data screen telling you how to link the moves together.

Right now, we can honestly say this game is going to have out exceptionally well. The only important piece still missing is the story and English translation.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2 Player Action
- Special Features: 2 Player Deathmatch; Lots of Voice-Overs; 15 Levels (Plus 2 Hidden); Flawless CG Sequences; Unique Power-Up System; Secret Moves
- Created by: Andrew/Apocalypse for MGM Interactive
- Available: November for PlayStation

70% Complete

**DROPPING
A LOAD ON YA**



Tiny Tank: Up Your Arsenal is reminiscent of many other games, but similar to none. With 15 levels and a Deathmatch mode, this game is loaded with things to do. Thanks to the control and reinvestment, you feel very at home in the world. This introduction often gives the opportunity to become immersed, as the rest of the game takes over to add up to one entertaining experience.

At the beginning, you are thrust into a post-apocalyptic world filled with runaway robots, all looking to take out of TT (that's Tiny Tank). He has many moves, from jumping and floating to quick sidestepping. He even has a small tank that pops out of his helmet to seek and destroy. Along the way, you acquire more guns, as well as psionic knives. These knives give TT added abilities, including better targeting and faster loading, depending on how you allocate them. Once the Tweak Mode Tank, or "pop tank" if you will, changes its abilities based on the amount of ammo it has. The allocation of tank power can be changed on-the-fly, which becomes an important strategic element.

Although the game seems to have a lot of "buff" in the form of voice-overs and radio talk shows which star the evil Mr. Tank, even these add to gameplay. The talk shows offer a chance to become familiar with the enemies' key weaknesses, and add a convincing level of immersion. Enemies will call in and chat with Mr. Tank about their troubles, ranging from mechanics to strategy on defeating TT. It's an interesting way to offer the player an inside scoop on how to beat enemies, but it also gives tons of comic relief. As Mr. Tank makes himself out to be a thoughtless like Freddy Crane. With this sort of all-encompassing effort, Tiny Tank: Up Your Arsenal could turn out to be a very entertaining game indeed.

PlayStation Preview

- **Size:** 2 CD-ROMs
- **Style:** 1 or 2-Player Fighting (3-Player in Tournament Mode)
- **Special Features:** 30 Characters (Plus 4 More Hidden); Double-Team Attacks; Patchy Super, Arcade Disc & Evolution Disc; 30 Movement; Edit Fighter Mode; Grading Made To Touch Moves
- **Created by:** Capcom
- **Available:** Fall 1998 for PlayStation

80% Complete

A Most Ambitious Fighter



"Put the worth of my Super Mode Attack, smacking!"



"Hey, that's a low blow!"



"Ah, that's the spot."



"Tag teams are all right."



"Tardiness is not frowned lightly at this school."



"How kids read student guidelines than others."

In terms of replay value, Capcom has created a new fighting game to set the standard for all others to follow. Called Rival School: Initiated By Fate, this ambitious fighter features 34 characters and a ton of things that aren't necessarily needed in a fighter, but are definitely appreciated. Like the Edit Fighter Mode. We have already seen what Capcom can do with this in Pocket Fighter, and it is a welcome option to gamers bored of the same old same old.

And that's not all. The two-disc game features an Arcade disc, and another disc, called Evolutions. The Arcade disc is simply that. But the Evolution disc is filled with mini-games, training, and classes, a Story mode, multiple group battle modes, an Edit Fighter mode, a league mode, a normal Practice mode, and a "goodies" option. Unfortunately, the game will lose the "School Life" mode, which is basically a simulation game like Tekken's Gaiden or Gaiden II. Why? Because Capcom has to fit the almighty Xbox reason, and the translation would take too long. So, let's RP.

As with all Capcom fighters these days, there are super, counters, fireballs, as well as touch-ups of X-Men Vs. Street Fighter. Capcom also added new grab attacks, where your alternate player comes in and leads a helping hand. Some of these double-teams do serious damage; others recharge health or your super meter; still others are just really flashy. It's worth playing with all of the characters just to see their run-in attacks. The mixture of different features here Capcom's other fighting engines, as well as some new features, keeps this game fresh and... dare we say it...innovative.

PlayStation Preview

- **Size:** Unknown
- **Style:** 1-Player Role-Playing Game
- **Special Features:** New Magic Systems, Completely New Graphic Style; Short Magic from Enemies; Spectacular Boss Exposures, Dual Shock Weapons Some Attacks & Limit Breaks
- **Created by:** Square Soft
- **Available:** Winter '99 for PlayStation (November 20, 1998 in Japan)

50% Complete

The Demo Has Landed



"Squall initiates his Limit Break..."



"...Then into it, up."



"Access your magical to spectacular battles."



"Your allies receive the headshot."



"Double magic allows you to cast two spells at once."



After months of waiting, Game Informer has finally played the demo of Final Fantasy VII. The demo reveals basic concepts behind the battle and magic interface, while letting us examine the new character models and environments.

The biggest change, and one that must be addressed first, is the loss of Magic Points. If the Bible is central to Christianity, Magic Points was a mandatory in almost every RPG ever made. Yet Square throws that old concept out the window, and now players must "weath" magic from enemies. This is a little command, just like "attack" or "spell," so learning takes one full turn. The status magic is called the magic menu, and it seems you can build almost unlimited numbers of every spell.

Secondly, the actual battle sequences are very similar to Final Fantasy VII: characters have Limit Breaks, Summon spells (called Guardian Forces), and a third attack meter. As expected, characters possess certain unique abilities. In our demo, Leon, who doesn't talk, lacks Limit Breaks but can cast a Guardian Force, while Zed is an acrobatic fighter balanced between magic and physical attacks. Squall, hero of the story and wielder of the Garbade, can cast "weath" and "triple" magic, allowing party members to cast double spells in one turn.

One key innovation is the use of the Dual Shock. Squall's Garbade does damage in conjunction with the R2 button - the better your timing, the higher the damage, and the greater the rumble, in all, the demo is a challenge and certainly worth taking the time to play. It's a long time until FF VII descends upon the U.S., so keep watching for more from SL keepers of the FF faith.

Playstation Preview

- Size: 1 CD-ROM
- Style: 1-Player Action/Platform
- Special Features: Play as Xeko or Muc; Unique Platforming/Skateboarding Premise; Tricks Used as Attacks; 10 Locations With 5 Levels Each; Power-Ups Include Protective Gear; Dreezy & Dix Musical; Created by Viers Skateboarding Apparel
- Created by: Pygnosis
- Available: November for PlayStation

60% Complete

**The More The
Merrise...Right?**



We line up for the hot jumps.



Doing a little wing attack.



The snow is also water, or soap, or milk, or...you get the idea.



Burble is the post.



The practice course is up ahead.



Watch out for the tree.

The more we see of Psychobreak, the more we wonder where this game is going. Sometimes, we think Psychobreak is really great, with lots of new ideas and concepts. Then we see the way those concepts are being put to use, and we sit around and ponder what exactly is going on in Pygnosis' collective mind. It seems that the game is suffering from split personalities. On one hand it's a platformer, on the other it's a comic, and doesn't know exactly when to go.

Xeko and Muc, the two main characters, are trying to save their friends. To do so, they use their trusty Psychobreak to cruise through levels and bounce on baddies' heads, unlock secrets, and bust interesting tricks. By collecting stars, players acquire keys to unlock other areas. There are many power-ups, including deck charges to use for attacking, helmets and gloves for protection, even decoys used to confuse the enemy. The levels are very colorful and highly detailed with lots of interesting monsters and surroundings to keep you entertained. Each has a different theme, like a jungle level, a winter level, a desert level, and so on. Although most of the levels have the same goal of getting to the end, some feature unique objectives, such as landing outside and shooting various animals with eggs.

Another interesting thing about this game, however, is the Viers theme and the cross-promotion surrounding it. We have already seen how game companies exploit a license to push a game, but only recently has fashion become the hot commodity, with games like 1080 Snowboarding using the power of clothing to convince people to buy. Check back with us in the coming months to see how much mileage Viers and Pygnosis can get out of this potentially decent game.

Playstation Preview

- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: Summon Spells; Personal, Mystical Environments; Projectile Weapons; Puzzles; 30 Different Enemies; 14 Levels; Retractable Claws
- Created by: Crystal Dynamics
- Available: November for PlayStation

70% Complete

**A Broken Heart
Can Be Mended**



Akuji or Tetsuo?



Breakable on the bridge.



Go to the bridge.



Death to the rainbow rane.



Akuji's massive jets help him climb.

When we hear the term heartless, it conjures images of despotic rulers, torture masters, or such villains like Lex Luthor. But Akuji is heartless for another reason — he lacks a heart. No, this isn't some Wizard of Oz quest to discover feelings and emotion. You see, as Akuji's wandering day, he was all stoked to marry this beautiful, wonderful woman, which in him would have led to eternal peace on this planet. But an evil brother threw a wrench into Akuji's plans. Basically, the brother killed Akuji and ripped out his heart. Damn! Akuji was then banished to hell, and now he's trying to get back home.

We've finally been able to play Akuji, and see if he'd to report the game is pretty cool. It's a little like Tomb Raider, and a little like Gex (after all, it's running on an updated Gex engine). Crystal Dynamics has painted the landscape in a surreal, video-style darkness. Akuji is constantly finding himself in some creepy death dungeons, where evil wizards, rainbow raincoats, and wicked-as-blue witches hunt him with a brutal temper of abhorrence and hate.

The best part of this game is Akuji's ability to use magic and summon demons. Sam, Akuji could just use his retractable claws to fight through the game, but magic is everyone's preferred instrument of death. Akuji has standard spells like the fireball, but he can also teleport into enemies, then explode them. The best spells, however, are the demons. Akuji can summon demons to perform special tasks. Some will hurt and knock a single enemy, others will destroy everything around you. Yes, this title is crawling about slowly (Crystal just needs to fix that damn camera).

by Greg Keim, The Game Reviewer

After two months of E3 highlights, it's time for some actual reviews. Unfortunately, some of the games featured this month are a little dated due to the extended E3 round-up, but hey, deal with it. Some of these games are still good.



"If you want action that checks your gut once in a while, Unreal fits the bill"

Unreal - GT Interactive - \$5

By now many of you have had a chance to play, or at least get a look at, the highly hyped Unreal. Rumor has it, even a future Alan's project will use the Unreal engine. Perhaps you have even decided whether or not to purchase this game. In my opinion, Unreal is a lot of fun and can be a serious challenge. However, consider this: In the coming months, there will be a ton of other first-person shooters rising to the surface like Duke Nukem Forever, Rascal, Requiem, Half-Life, Vigilance, etc. not to mention the countless add-ons, the list goes on. If you absolutely have to have a new game now, then by all means, Unreal is mine. However, if you don't have the economic means to buy all of these games, you may want to wait and see how the rest of the crop stacks up.

One of the best things about Unreal is the enemies. They're big, fierce, highly trained, and ultimately deadly. The Skunk kick butt. These guys are fast as a sun away from and incredibly agile. They can jump very high and flip from side to side as it's difficult to get a bead on them. Plus, they have both close and long-range weapons. Since you have to work to bring these bad guys down, you usually won't have to defeat a whole regiment at once, but rather, one or two individuals.

The environments are pretty cool too. Although there are a good number of corridors, Unreal also lets you enjoy the great outdoors once in a while. Go outside and enjoy the big blue sky. But don't let this fool you, or you'll get sniped by a flying, long-pipe that sucks your innards. And as with most good games, these blood suckers don't inflict tons of damage, but they sure are fast little buggers. If you want action that checks your gut once in a while, Unreal fits the bill.

Dominion: Storm Over Gift 3 - Ion Storm - \$5

Dominion: Storm Over Gift 3, the latest release under the Ion Storm label, is a real-time strategy created by Todd Porter, who has worked on games such as Ultima VI and Wing Commander. But Dominion is more like Command & Conquer, especially the graphics and interface. But to say it's like that is half is like saying the cat's design rips off another's because it too uses four wheels and cylinders. Dominion simply borrows logic's chassis.

Before I even installed Dominion on my PC I was happy it came packed in two CD-ROMs. With four discs to command and about 60 missions. Dominion offers much gameplay. The four races in question are the Humans, Nukes, Scorpis, and the Darkens. But behind the obnoxious names, each race has its own special strengths and weaknesses in regards to unit cost, weapons, armor, unit cost, and more. However, as with most games, the flow chart of structures, vehicles, strategy, etc. for each race are remarkably similar for other races that are supposed to be... well... alien. Everyone has a refinery, a chassis plant, and a power plant. I know we must keep things fair, but it would be refreshing to see an army obtain power by doing something imaginative, like effortlessly tapping the unlimited supply of static energy in a planet's atmosphere or something like that.

Overall, however, Dominion is a solid game. Explosions are sharp and colorful and there are a good number of vehicles and structures to build and upgrade. The AI shows signs of life and is usually smart and aggressive. When the computer attacks, it seems to always focus on the biggest threat. In one instance, however, I had one last remaining power source that was completely exposed and it would have been mission over if the computer simply destroyed my refinery with the big tanks it had parked a stone's throw away. Also, the game has lots of FMV, but it becomes repetitive. If you're going to make FMV, at least do it right.



"Explosions are sharp and colorful and there are a good number of vehicles and structures to build and upgrade"



"It was challenging, but with only 12 mechs under my command, I wanted to wreak more havoc"

MechCommander - MicroProse - \$

Mech, Mech, Mech! It feels good to use that word so freely. RASA, the company that owns the word (if you can own a word), throws heavily upon using the word "mech" in reference to bi-pedal powered battle tanks in any game not licensed by RASA. Last time we used the word mech in reference to an unlicensed game, RASA quickly sent a letter from its lawyer demanding us to cease and desist. Therefore, I must use the incredibly lame "mechs," when discussing an unlicensed game. But not this time. Mech, Mech, Mech!!!

MechCommander is a real-time strategy game, but instead of building bases, you build up your own company of mechs. Creating your own mech force is a lot of fun and, of course, you'll start with the bare minimum. As you complete missions you will earn resource points to buy bigger and stronger mechs, as well as soldiers to drive them. Mech drives almost higher names by completing missions and accumulating kills. As far as the mechs go (8 types in all), prices can be spent repairing them, buying new weapons, or getting a whole new mech altogether. But that's very expensive. To save money you can capture enemy components and salvage fallen mechs.

Up to 12 mechs can be brought to battle; unfortunately, building my mech forces were more fun than commanding it. Don't get me wrong; the control, AI, and graphics are all up to par and the strategy elements are endevour. But I got bored fighting the bad guys, especially without a mid-level save feature. It was challenging, but with only 12 mechs under my command, I wanted to wreak more havoc.

For the most part, MechCommander is a well designed game. And even though I didn't get into it that much, I have no doubt that strategy fans will love this game. It's long and very challenging. So if you have an interest in the BattleTech universe and real-time strategy, definitely look into MechCommander. In the meantime, I'll wait for MechWarrior 3.

Recent Releases



Desert Freckles - Interplay \$4
As far as space combat simulators go, Freckles is average. It has a solid variety of ships and weapons.

And the puzzles (the extensions) and HUD are nothing special. The 3D graphics also feature a fun mix of strategy, just a random effort. Good, but not great.



Extreme Tactics - Probe Interactive \$5
This is the type of real-time strategy game that has potential. It's not made into it. It's not made into it. It's not made into it.

flexibility in gameplay. For instance, you can design your own attacks. Actually, it's more like watching different parts moving without, units, rather, chaos, and more. The problem is the "game" isn't that well to begin with. In addition, the control is awkward and the vehicles seem to continually get in each other's way.



Firebreath Rampage: Piton Again - Interplay \$5
Even though it's a sequel and it involves a lot of fire, it's not as good as the first. It's not as good as the first. It's not as good as the first.

still somewhat unique. Firebreath Rampage is also pretty fun, but despite that I still got bored. My main complaints are that the weapons are rather dumb and the level designs are lackluster. I just don't think the standards are in place for this crowded genre.



Mech II - Dreamcatcher Interactive \$5
Mech II is a mix between a puzzle game and a graphics adventure. You get to be a mech.

24 different pieces spread throughout an action, collection in order to uncover the treasures of Mech. If you're a puzzle fan, then check this out because the puzzles are pretty damn hard and very difficult. However, I just don't buy into the silly scenarios they tried to force at me.



Daytona USA 2

After every racing fan has been waiting on this one for a long time, *Daytona USA 2* features over Model 3 play 2 laps and a Great Street Generator for the most realistic racing yet. One seat can serve as a standalone unit, or can be linked with up to 15 other units for 16-player racing.

As before, there are three cars and three courses, however, two of those courses are new. Sega chose to leave the first course in, because it was perfect for racing against Honda. In addition to the two new tracks, Sega has included three new modes: Fast the Clock (a time trial mode), Best Player Only (a mode with no CPU races), and No Assist (removes the "Auto Assist" feature). These new modes add replay value to an already excellent title. *Daytona USA 2* should already be in arcades now.

Area 51 - Site 4

Now is releasing a sequel to Area 55. Called Area 56 - Site 4, your goal is to blow up all the aliens in four new locations. Each location has its objectives, which once passed, allow access to Site 4. With 18 waves, a new boss alien, secret rooms, power-ups, the return of Missile Command, and lots of cheating action for Area 56 fans, this game has some pretty solid replay value.



Gauntlet Legends

EP needs fast...fast! Although these words will never be used in a new arcade machine again, Atari is bringing back Gauntlet, complete with 3D graphics. The level design is very different from before...filled with continuously bending deeper into a dungeon. Gauntlet Legends is set up in three areas consisting of five levels apiece, with bonus and sub-bosses. Although the boss like is also, the idea of being able to complete Gauntlet is very large. There will also again be the same four elements to choose from, except for the EP. Why? Well, the EP are "sacred entities," and has been replaced with the entry Archer. Plus, there are hidden characters, like a robot, to play as. So it's not all bad. Games within the game like "K" are still present. Death still means the end, but the Thief and Saver are gone.

Other new additions to the regular Gauntlet: The Shop, a place to stock up on health and increased attributes; at least 20 power-ups, of which 10 are new; a new "turbo" button for combos and special moves, as well as a new (old) a password feature to continue your game later; multiple single spots; 13 different species of enemies each with different types (for over 30 different monsters); a new level; and new items, of which all 13 must be found to get to the final boss. Now that's a lot of new stuff! Gauntlet Legends should be in arcades everywhere by the time you read this.



Blitz '99

The hottest thing to hit the arcades since Tekken, Blitz has received an overwhelming response from gamers seemingly content with their 32- and 64-bit systems. With the sequel comes a host of new features, including five. Players will now get lost after a few consecutive games, preventing the defense from bringing them back. Other big additions to the game include weather-altered playing fields, and four postcards on the cabinet, allowing for twice the fun, and twice the winning. Not to mention new animations, more colorful comments from the players and the announcer, and a replay of new formations and plays to keep things fresh.

Apart from the excellent improvements mentioned above, Midway is bringing something new to the arcade scene. Players with created plays saved on their 360 controller pad will be able to use up to nine safety-saving plays in Blitz '99, via a slot on the arcade machine. Could this be a revolution in the way games are made for the arcade, as well as the home?

Nintendo 64

Preview

- **Class:** Ice Hockey
- **Style:** 1 to 2-Player Action
- **Special Features:** Commentary by Bill Dwyer, NHL & NHLPA Licenses, New 3-Player Live 1996 Rules Changes Included, On-Hokey Strategies
- **Created by:** EA Sports
- **Available:** November 9 for Nintendo 64

90% Complete

NHL 99

Finally EA Sports is porting its PlayStation hockey to N64, and we couldn't be happier. One of the most legendary sports games in history, EA's NHL franchise should feel right at home on the polygon-friendly N64. Numerous improvements have been made to AI and skater animation, plus Mark Crawford now hosts a "Coaching Drills" mode. For serious season fans, the game includes an expansion draft for the Nashville Predators and the 1998 rules changes. Plus, a new Beginner mode has been added, allowing players to simultaneously play at different skill levels. The Rumble Pak lets players know when a skull-breaking hit has been administered, and 18 top international teams are represented. Nice.



Nintendo 64

Preview

- **Class:** 3D Megarace
- **Style:** 1 to 4-Player Racing
- **Special Features:** Customizable Cars, Track Editor (Feature), Car Trade Feature, Cooperative Mode, Weapons, Drifts, Speeds, Tires, 4 Body Styles, 1 Type of Coaches (City, Dirt, Snow, 3 Coaches), Controller Pak Required
- **Created by:** Tekno
- **Available:** Oct. Quarter '99 for Nintendo 64

60% Complete

Penny Racers

Penny Racers is the newest release in the long-standing Japanese series, Choro Q. Six competitors race on a variety of tracks in game-wacky Matchbox-style vehicles. Play as one of 30 cars, each customizable with parts acquired through beating opponents or purchases from a shop. After each race is complete, the top three finishers are allowed to permanently take parts from the losers. Penny Racers also has a solid Track Editor for players in need of new courses. With the Track Editor, the game moves beyond a simple racer with super-deformed cars and matures into a statement about the culture that surrounds us. Not really, but it's still a neat feature.



Nintendo 64

Review

- **Class:** 3D Megarace
- **Style:** 1 to 2-Player Shooter
- **Special Features:** 100+ Right Radius, 20 Weapons, Over 20 Weapons, Plus and Bonus 2-Player Split Screen
- **Playable Values:** Nintendo 64
- **Created by:** Capcom
- **Available:** Now for Nintendo 64

Bottom Line:

8

Buck Bumble

Buck Bumble offers solid control. Maneuvering Buck through the air is easy to learn and the heavy dogfighting gets pretty intense. It's interesting that the enemies attack and pursue you intelligently — some go head-to-head, others swarm in groups of three. Unfortunately, Buck's mission layouts get very repetitive; they're basically search and destroy. Plus, the fog is overwhelming at times. However, Buck is a good game that packs plenty of entertainment. The control is fluid and the graphics shine.





NBA Tonight

From the combined talents of ESPN and Radical Entertainment comes a game based on the show of the same name—NBA Tonight. Featuring commentary by Dr. Jack Ramsay and Stuart Scott, NBA Tonight gives the player a TV-styled game with player intros, laser light shows, and humorous one-liners. As far as the game is concerned, NBA Tonight has all the standard bells and whistles including Icon Passing, playcalling, and both a Season and Playoff mode. Though it's still early, the game packs a lot of animation for the players, and the classic ESPN lines just roll during the on-air game. NBA Tonight isn't perfect yet, but it just may be one to watch this fall.



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports (4-Player via AUs-Top)
- Special Features: Full NBA & ESPN Licenses, Previews, Icons, Commentary by Dr. Jack Ramsay & Stuart Scott, Icon Passing, Playcalling
- Created by: Radical Entertainment for ESPN Digital Games
- Available: October 20 for PlayStation

75% Complete



Beavis & Butt-head (coming later)

In the duo's first appearance on the PlayStation, the boys have just finished filming their newest Hollywood movie. Anxious to get back to the couch and watch TV, the two soon realize they have no money (their paychecks have been mailed home). The adventure begins when they submit their labors for hire. What new wacky, crazy, and lazy work details will Beavis & Butt-head encounter? Your guess is as good as ours. One thing we do know about the game is you will be able to control what Beavis and Butt-head say, similar to the Gamespeak in Abol's Odyssey. You can probably envision what sick and twisted events these dynamos will encounter.



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Action/Adventure
- Special Features: Control Beavis & Butt-head's Speech, Classic Bits & Characters From TV Show, 3D Environment, Appearance by Character ID
- Created by: New Level for CD Interactive
- Available: November 15 for PlayStation

80% Complete



Tecmo's Deception II

If you're looking for something off the beaten path, then Tecmo's Deception II could be it. Don't get us wrong, there is plenty of death and blood in this game, but it's not spilled in the normal fashion. There are no real game, bottle axes, or rocket launchers—just traps. In Deception II, your job is to protect a castle from intruders by setting a variety of traps that use items such as falling balls of fire, bear traps, hallucinogenic drugs, pendulum blades, and many, many more. In addition to a plethora of deadly traps, you will encounter a lot of odd characters trying to overtake your castle. For instance, although not very original, note the picture of the dude that looks like a Tusken Rider.



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: Trap Setting, Turn Captives Into Loyal Assassins, Command Star Enemies, Dual Shock Compatible, 300 Levels, Heavy CG Cut-scenes, 3D Environment
- Created by: Tecmo
- Available: Now for PlayStation

95% Complete

PlayStation Review

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports
- Special Features: Licensed Football; All the American from the Arcade; Corner Heavy; Secret Codes; Memory Card Compatible; Dual Shock Compatible; Video Gallery; Arcade & Season Modes
- Playable Value: High
- Created By: Midway
- Available: Now for PlayStation

Bottom Line:

8

NFL Blitz

Blitz features all the hard-hitting, high-flying action of the arcade. With all the teams and updated stats, Blitz is sure to please NBA fans here, as well as the legions of "Blitz faithful" already in place. The only real problems with this game are that sometimes switching players won't register, or the game switches you away from the action. The graphics are not quite as good as the N64 version, and there is no Play Editor. But the gameplay is intact and offers a solid challenge, even for the Blitz masters. If you don't have an N64, check this game out. But if you're a hardcore gamer who owns all the systems, get the N64 version.



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 Player Action/Platform
- Special Features: 8 Worlds; Primary & Secondary Weapons; Collectibles & Power-Ups; Checkpoints; Revised Level Designs; Feature Non-Platform Gameplay Like Jet Skis & Free Fling
- Created By: Sting Entertainment for Interplay
- Available: Now for PlayStation

65% Complete

Wild 9

Believe it or not, Wild 9, developed by Sting Entertainment, should be in stores right now. Most of the levels are pretty standard—get to the end, kill the bad guys, and get as many collectibles and power-ups as possible. Your main weapon, The Rig, emits a beam that grabs hold of enemies, allowing you to swing them around overhead and slam them on the ground repeatedly until they explode. You can also use The Rig to swing up to higher areas. Some levels go in a different direction. For instance, in one you're on a water bike cruising around in a bayou crowded with trees while trying to tag a bad guy with missiles. It's very reminiscent of the forest moon Endor.



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports
- Special Features: 3 Pro Racers; 9 Events; Close Music; Gear Sponsors; Such as Burger & Mergers; 2 Difficulty Levels; Soundtrack; Features Pro Racers; Pro Racers; 3 Stars
- Created By: In the End Entertainment for Sega
- Available: October 20 for PlayStation

80% Complete

X Games Pro Boarder

Pro Boarder has eight professionals like Peter Line and Jamie Lynn and a soundtrack with bands like Pennywise and the Foo Fighters. To counter these expenses, ESPN included plenty of endorsements. You can't go 15 seconds without seeing a Mountain Dew banner, but there is gear from Burton, K2, Morrow, Sims, and more. There are nine events, but due to similarities, it's more like six. You can go for big air in I-70 and Mt. Baker Gap, or race down the mountain in Freestyle, Boarder X, or Midnight Express. There are also two halipoo events: Slopestyle, and a Stadium event. The weak part about the racing competitions is that the field only contains three riders.





Activision Classics

This game includes 30 of Activision's games that were first released on the Atari 2600. True translations of these games, including sounds and multiple game settings, can be found on this disc. For the collector or long-time gamer, it's worth a look. Otherwise, the curious can just rent it for a day. Here's a partial list of our favorites: Barnstorming, Pitfall, River Raid, Skiing, Stampede, Tennis, Kaboom!, Chopper Command, Keystone Kapers, Dragster, and Enduro. A true blast from gaming's past.

PlayStation Review

Size: 1 CD-ROM
Style: 1 or 2 Player Role-Playing
Special Features: 90 new 3D models, 6 new 3D backgrounds, 4 new 3D models, 4 new 3D models, 4 new 3D models
Audio: 16-bit, 16-bit, 16-bit
Graphics: 16-bit, 16-bit, 16-bit
Controls: 16-bit, 16-bit, 16-bit
Created by: Activision
Available: September 22 for PlayStation

Bottom Line:
5



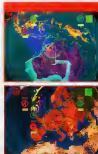
Pool Hustler

ASCII's Backstreet Billiards has a little competition this fall, as Activision recently announced plans to publish Pool Hustler for PlayStation. With development roots in Japan, Pool Hustler includes a Story mode where the object is to advance through city venues by winning money and maintaining a reputation. As pool enthusiasts, we are immediately impressed with Pool Hustler's control. Shots are fairly easy to line up, and the cue pushes through the ball for a nice stroke. Remember: pools, don't poke. In Story mode, bets are wagered prior to each game, but the competition also offers bets on specific shots. Often, it throws off the rhythm of the game and makes you choke a shot. Pool fans have two new games this fall, so watch for the upcoming bottom line.

PlayStation Preview

Size: 1 CD-ROM
Style: 1 or 2 Player Sports
Special Features: 16-bit On Screen & Individual Shots, 12 Different Opponents, 12 Different Opponents, 12 Different Opponents
Audio: 16-bit, 16-bit, 16-bit
Graphics: 16-bit, 16-bit, 16-bit
Controls: 16-bit, 16-bit, 16-bit
Created by: ASCII
Available: September 30 for PlayStation

80% Complete:



Global Domination

Global Domination calls itself a mix between Command & Conquer and Mass Effect. That's a pretty good description, but you'll have to throw "The Fall Guy" in there, too, because the FMV acting is totally cheesy. In the game, you are a member of ULTRA, and your mission is Global Domination (who would've guessed?). The game lets you play as one of 66 different nations, and the game play demands keen tactical thinking and arcade-level skills. You can launch defensive weapons to repel attacks, or carry out a full nuclear strike. With the conflict editor, players design their own scenarios, and there's an Arcade mode where the emphasis is on action and quick gameplay.

PlayStation Preview

Size: 1 CD-ROM
Style: 1 Player Action/Strategy
Special Features: Conflict Editor, Live Action Mission, 16-bit, 16-bit, 16-bit
Audio: 16-bit, 16-bit, 16-bit
Graphics: 16-bit, 16-bit, 16-bit
Controls: 16-bit, 16-bit, 16-bit
Created by: Psygnosis
Available: November for PlayStation

75% Complete:



Virtual Chess - Nintendo 64

Bottom Line: 3
 Chess aficionados are a dime a dozen, but Virtual Chess is just a very programming. The game doesn't include rotation, there are no historic games or other interesting details, and the wacky animations are boring. No two chess, but we hate Virtual Chess.

Lemmings & Obi Wan

Bottom Line: 7
 For Lemmings fans, this is a great gift, but it offers nothing new to the pixelated games. A direct port of the original PC games.

Team Loz RC Racer

Bottom Line: 7
 Team Loz's control is good and very forgiving. The RC can haul pretty much and have plenty of chances to catch up on a lot of well-designed and varied courses. However, Team Loz is not a very challenging game and the low Nintendo scores make serious shop.

Street Fighter Collection - PlayStation

Bottom Line: 8
 While SF1 is not arcade perfect ("hand cuffed" and "Matsui" glitches are not in), the other two games, SF2: Champion Edition and SF3: The Third Strike, are a must for SF fans who don't own an SNES.

Ninja - PlayStation

Bottom Line: 2.5
 Horrible graphics, bad control, a pitfall excuse for a fighting game, and no story at all add up to one word: SLOPPY. Put Ninja out to pasture and play Tenchu instead.

WWF War Zone - PlayStation

Bottom Line: 6.5
 War Zone is the best wrestling game ever. Well, not quite as good as the N64 version. More options than you can shake a stick at. Play it to believe it.

PlayStation Preview

Box: 1 CD-ROM
Style: 1 or 2-player sports
Special Features: 33 special-team tactics; 300+ team combinations; Powerplay & Moves; Coach Player; 5 difficulty levels; Play Posing; Commentary by Gary Thorne & Steve Levy; Highlighted lock
Created by: Jai Rodriguez
Available: November 10 for PlayStation

75% Complete

NHL National Hockey Night

National Hockey Night was created with the serious ESPN fanatic in mind. Trademark bits from Sports Center and National Hockey Night broadcasts are prevalent throughout the experience. Whether it's the Sports Center theme song, Steve Levy's inane comments, or the "Did you know?" trivia, the game breathes the legacy that is ESPN. The control is very straightforward and responds well. Additionally, in true Sports Center fashion, the fronted is statistically thorough, including league and team leaders. All of the NHL teams are present, as well as 16 international ones. The six modes are World Journey, Season, Exhibition, Playoff, Shoot Out, and Head 2 Head. In the developers of NHL: Powerplay, National Hockey Night comes packed with just about everything.



PlayStation Preview

Box: 1 CD-ROM
Style: 1-Player Strategy/RPG
Special Features: Unique Monsters Acquired From 20th Century Comics; Speed & Trade Monsters With Friends; 2-Player Battle Mode; Abilities Based on Name, Card Size & Other Stat Facts
Created by: Jaleco
Available: October for PlayStation

80% Complete

Dragon Seeds

If you are a fan of Monster Rancher, then listen up: Jaleco has come up with some unique ideas for its forthcoming brooderbottle sim, Dragon Seeds. Play as one of over 100 different monsters, each with its own attributes and attacks. There are many different ways to acquire monsters, such as using old memory card saves from other games, winning monsters in tournaments, or by splicing genes together at the lab. Nearly everything you do has an effect on your monster, all the way down to the name you choose for it. With creature swapping capabilities and 2-player battle, this is one interesting title added.



PlayStation Review

Box: 1 CD-ROM
Style: 1 or 2-Player Action
Special Features: 3 Games: Normal, Battle, & Challenge; Presetted Save File; Editor: Over 200 power-ups; 10 Special Vehicles; 7 New Maps; 100 Characters; Dual Play: 1-2, 1-3, 1-4, 2-3, 2-4, 3-4, 1-2-3, 1-2-4, 1-3-4, 2-3-4, 1-2-3-4
Available: Now for PlayStation

Bottom Line:
6.5

Bomberman World

Hudson has found great success with the series of a single character. Bomberman has been chucking bombs for an eternity and he may never cease. Recently, Bomberman ventured out into the world of action/platform, but only on the N64. On the PlayStation, Bomberman is still duking it out in a variety of arenas, trying to blow everything but himself (and the abundant power-ups) to high heavens. Over the years, this format has become rather boring as a 1-player game and only slightly redeeming as a multiplayer game. The arenas are pretty much the same as they have always been, but a tad more interactive. The sluggish Bomberman World is only useful for very young gamers and some party functions where everyone isn't a natural at video.





Monkey Hero

Long ago, there existed three worlds: the Dream World, the Waking World, and the Nightmare World. But in time, the Nightmare World broke from its barriers, and began to conquer the other worlds. Uh oh, better call Monkey Hero! Monkey is the hero, and it's up to him to restore balance and save the world. The gameplay in Monkey Hero could be described as a Zelda rip-off, especially the puzzles. Throughout the deep dungeons, Monkey must find keys, push blocks, kill baddies, and make long jumps. A number of special attacks and abilities help keep the gameplay fresh. Monkey Hero definitely can't match Zelda, but it might actually be fun. Watch for more as the release date approaches.

PlayStation Preview

Star 1 CD-ROM
Style: 1-Player Action/Adventure
Special Features: Learn New Moves, Instant Open, Different Areas, Challenge & Projectile Attacks
Story Based On: Chinese Folk Tale
Created by: Sient for Take 2
Available: November for PlayStation

80% Complete:



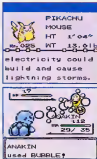
TOCA Championship Racing

Originally, EA was going to publish TOCA, but when the company decided to pass on it, 3DO stepped in and took over. With eight tracks and three modes, including a Championship mode, TOCA has a lot to offer racing fans. This isn't NASCAR, so many of the tracks are fairly technical and usually require a couple of laps to learn the layout of the turns. In the beginning, there are eight cars to choose from, including an Audi, Peugeot, Nissan, Ford, and Volvo. The downfall of TOCA is the control. It takes a while to get used to, and even then, the steering can be difficult. Sometimes, even a slight turn of the wheel sends the car spinning off the track.

PlayStation Preview

Star 1 CD-ROM
Style: 1 or 2-Player Racing
Special Features: 8 Tracks, 8 Cars, 3 Modes, Time Trial, Single Race, & Championship (Short or Full Season) & Difficulties: Intermediate & Expert
Screen: Changing Weather
Created by: Codemasters for 3DO
Available: How for PlayStation

95% Complete:



Pokemon (Red & Blue Versions)

Pokemon comes in two versions: a Red version and a Blue version. Both colors feature an identical game, but a different set of Pokemon. Basically, you will not be able to collect all 150 Pokemon entries simply playing the game by yourself. To accomplish this feat, you will need to link up with a friend (who has the other version) and trade. But the primary use of linking is to wage war, choosing up to six pets to battle your friend's six pets. But first you will need to play the awesome 1-player quest to power up the Pokemon and make them as sexy as possible. Pokemon is basically a virtual pet/RPG/trading simulator. It's loaded with longevity and tons of variety.

Game Boy Review

Star 4 Select
Style: 1-Player Role-Playing Game
Special Features: 3-Player Link Compatibility for Battles & Trading, 150 Item Items to Trade, 5 Customizable Item Colliding, Save Anywhere
Rating Value: Moderately High
Created by: Game Freak for Nintendo
Available: September 25 for Game Boy

Bottom Line:

9



Resident Evil: Dual Shock Bottom Line: 7

In terms of offering anything over the previous Director's Cut, this game only has the rumble and a new soundtrack. Don't expect anything more as far as gore content. A good value if you've never played the game.



Resident Evil 2: Dual Shock Bottom Line: 8.5

If you have the patience to play through everything again, it may be worth your while to get this game. A whole new Hyper Battle mode will open up and you'll be able to play this mode as Chris from RE 1. For the true RE nut only.



Spice World: PlayStation Bottom Line: 3

If you have the patience to play through everything again, it may be worth your while to get this game. A whole new Hyper Battle mode will open up and you'll be able to play this mode as Chris from RE 1. For the true RE nut only.



All-Star Baseball '99 - Game Boy Bottom Line: 7

All-Star doesn't deliver on the caliber of gameplay (for the 2 player mode that Nintendo's Ren Griffin does. But All-Star is still an exceptional game that includes a complete season, updated rosters, and a home run derby.



Harvest Moon - Game Boy Bottom Line: 7.5

Farmers are cool, and so is Harvest Moon. This RPG/farm simulator allows you to build all of your bumpy dreams. Harvest Moon, farm to market town, and get ready with those dam pages. Yes, Harvest Moon is definitely a classic.



World Cup '98 - Game Boy Bottom Line: 3

This game is unplayable on the Game Boy screen. Sure, you could use the Super Game Boy for the SNES, but don't bother. The game blows. It has a lot of weird options, but the play is horrendous.



WARNING!

This Ninja PC will reveal many of the secrets found in the game. Use at your own risk!

BASIC TRAINING:

Forget the Techniques!

Forget about the special move for each weapon (just attack for two seconds, then release). It usually serves only one purpose: getting you killed by falling off a cliff.

Cheat!

Many enemies have a "zero" they will not leave, even if you want them to. Just stand behind them inside barriers and five daggers will fall.

Forget Blocking!

In Ninja, the best defense is a good offense. Never stand still (which you must do while blocking). Punch and kick constantly when an enemy is near.

Temporary Invincibility!

Use your smart bomb (R2) to render yourself invulnerable for a very short amount of time. Very handy in tight situations.



Level 1

Start by opening three chests, picking up items, and wrecking enemies until the KEY appears to open the gate. Don't touch the bushes, they will only bring you pain. After heading through the gate, continue on. The road ahead on your left will have some food. Head past the logs, kill everyone, and a chest will appear with a KEY. In the chest behind the tower, is some more food. If you get off the trap, just run away in a straight line until three spiders have fallen. Continue on through the gate and you will see a small area with a chest and a rotating blade. Go in there, because one of the two chests contains the real KEY (the other has some money). Avoid the rolling logs, beat up some female enemies, cross the bridge, and then fight some more. If you get hit, don't worry, there's some food right after that. Next, dodge some more rotating blades and fight off a small army. Go to the right end grab that power-up in the chest behind the tower. Head into the river and explore thoroughly, especially under the waterfall. Beware of the flying fish, as they will knock you off the narrow platform that separates Mr. Ninja from a victory grave.

Be sure to dodge the lightning on the other side of the river, as it really stings. Grab the sword and use it to cut enemies all the way to the end of the level. Then dodge the rolling spikes by waiting for one to come to the bottom of the hill, and keep beyond it, where you got to the end after crossing the log you first have to go right to get the KEY. Then head left (watch out for the trees) and meet the boss.

Boss 1

This boss is simple: Use your daggers to hit him until he shoots a fireball at you. When he does, use your secret move (R2) to become invincible and hit him back. This move is limited, so use the special attack with caution.



Level 3:

Smack the two guards waiting at the door and head to the right. Navigate the platforms and get the KEY from the mean old samurai. Go through the gate and kick tail until the stairs open. Head down and step on the plate to open the next area. Come back up, beat on some more enemies, and go through the gate and across to the next area. Grab the KEY, heading through the silver gate to the right.

Keep Off The Grass! At last, that should be the name of this level. Beat all the enemies, then venture onto the grass and beat the sleeping dragon. If you go on the grass earlier, then you are in trouble, as the dragon will help out the villains by giving them the support. Get the KEY, then go to the other side, which is the same, but mirrored. Push the button (just like the other side, remember?) and go to the area with the dragon. Beat the dragon, and get the other KEY (just like the other side).

Get through the gates and head to the left. Kill the red iron-making guys quick, as they pack a nasty punch! Grab the KEY, then head into the small grove. Beat all the foes in the grove and head to the other side of the main gate, doing the same thing as above. Once you acquire a gold KEY from each side, head up the middle. Turn to the right (or the left if the area right before the slope and beat the samurai. Shoot the bombstones from a distance until they explode, and the gates will open, allowing you to obtain the riches you saw before.

Go up the slope, beat the two samurai, and open the next gate with one of the gold KEYS acquired early. Head straight up the stairs ASAP, as all of the enemy guys are there just to give you grief. That's the end!

Play on



Perfection

a game monger's strategy guide

Level 2:

Right when you start the level, it aims the falling columns. Just rely on the same technique used to deal with the falling rainwoods. The first chest to the left holds 100 \$aps. Just kidding! It's really a trap. Haha! But don't doubt it! The chest on the right contains some coins (really).

Once you get up the stairs, go to the right, dodge the plant, and grab the power-up. Turn head on post and kill the insect monsters, plus the skeletons. Kill the crawling insects by leaping on them. Go up the stairs and beat on the dragons. Just passing them, grab the KEY. Head back to the big mean plant and go left through the gate. Stop inside the area behind the boxes on the left side and kill all the monsters back here. Open the chests and get the gold KEY, the money, and the mushrooms. Take the KEY and head to the other side of the big mean plant. Go through the gate, kill some other wimpy ninjas, and head left. Beware of those evil plants on the bridge! Get across and head up the stairs. Explore thoroughly, avoiding the exploding boxes, and get the KEY. Use the KEY on the gate on the lower floor. Dodge more exploding boxes and head back across the bridge. Go to the other bridge on the other side. Grab the KEY (you should have two of them) and head through the two gates.

Kill the enemies hanging out at the tree end and get the gold KEY. Head through the gate and look up on some evil spiders and skeletons. Get the last KEY and go through the final gate.

Boss 2:

This boss is easy. All you have to do is stay away from the two-headed beast, and the fire-covered walls, and hit him with tons of shurikens. Dodge the lightning and keep moving. When he stomps, dodge the area that turns purple and keeps shooting. Piece of cake.

Level 4:

Head into the first area and kill all the bad guys. Beware of the giant. Then go forward some more, through the gate, kill the most skeletons, and head up the stairs on either side. The left side has some money and a power-up. The right side has the much-needed KEY. Go through the first of the two silver gates and pick up some food and a health-up. Go through the next gate. Some dogs go to both sides and pick up the KEYS and the staff. There's a record on the left side. Then, do it all one more time, but the upstairs is a little different. Go to the left side, use hit the guards. Then head up the stairs to the left of the stairs. Kill the dragon statue and head over to the chests. Kill the new guards and then go to the other statue. Hit the switch and get out of there before the statue kills you, then slide down the middle and get the KEY.

In the next area, the floor disappears behind you, and places you in a room with a lava pit. Head up one of the sets of stairs and start dodging ball. Open each shutter by hitting it with daggers, all the way around. There's a power-up and an axe in the chests on the right side of the pit. After opening all of the shutters, head back to the pit and touch the statue. Then you meet a boss: the statue.

Hell 1 Boss:

This boss is pathetically simple. Stay on the move and keep hitting the beast with daggers, using your special when you absolutely cannot dodge. Repeat the process until the guy is toast. End of level!



Level 5:

After beating the ninjas at the beginning, two chests will appear. Go down the corridor and head through the door. Continue through the next door, to the right, cross the bridge, dodge the falling beams, and continue on until the gold KEY is in your custody. Head back until the bridge collapses, and go back to the door with the gold KEY. Keep heading forward and kill all the baddies until a shield, holding a silver KEY, appears. Go through the door and head to the right. Go on to the end and jump on the elevator. Grab the KEY at the end of the elevator and return to the other door. Watch out for the traps as you round the corner. Head on to the back of the room near the gold door. Grab the KEY from the chest in the back of the room. After hitting the switch near the door, return to the large hole in the corridor. There should be an elevator there. Take it, and head on to the next area, which looks like the last area, but beware. Keep on going and grab that last KEY, which opens the corridor to the mini-boss: a spider. Kill the spider (be sure to dodge its web and poison on the baby spiders) and the level is complete.

Level 6:

These next two levels are almost entertaining. Start the level by going up the stairs on the left and grabbing the KEY. Head back down the stairs and go towards the bridge. Grab the KEY out of the chest next to the bridge, then cross. Dodge the fire and kill the gyoopies. For some reason, using the daggers works better than punching. Take them out and use the KEY you got earlier to open the gate.

Remember when we said this level was almost entertaining? Here's why. You will now come across the first of many Spinning Boxes that, when touched, create a bridge or other opening to a new area. Hit the box and a bridge will appear. Head across and to the left. Hit the other KEY in the windmill. Keep going to the left and wait at the rope bridge thing. Jump on and go to the next hut. Once you kill every one, some platforms will appear on one of the corners. Jump on and hop across to the next house. Head to a bottom tier and let the Spinning Box. Go back up to the top via the elevator. It goes to the spikes that slam shut. In between the two, there is another spinning box. Here's the hard part: To get between them you have to dodge the traps. If you're hit by the traps, you die. Period. Drop down, go back up, and head down and around, right next to the traps, and a bridge will appear. Run across and drop to the bottom. Take the body and go around until you see a moving platform with a Spinning Box on top. Touch it, then head around and grab the rest of the coins.

Head back to the first hut and go to the corner where the wind is blowing like mad.

A bridge will appear. Time your run correctly and get across. Go all the way around and you will see a door. Use the KEY and get ready to kick some heads. Kill all the traps and a stairway will magically appear. Go on down and explore thoroughly. Cross the wheel spikes at the dead end of the area and get the next KEY. Go back to the stairway just mentioned and return through to open the door on the other side. Go onto each of the moving rapeways and make the trap across to the walk on the other side. Head to the right and up the stairs. You're at the end!



Level 7:

This level looks exactly the same as the last one. No, really. Tell us you say? Think about writing this guide! To start, head to the left and grab the gold KEY. Then, go across the bridge and head to the upper right. Put the KEY in the windmill and go to the other side where a moving platform awaits. Jump on and head to the other side, where there is an elevator. Go up and kill all the enemies and a Spinning Box awaits you. Cross the bridge that appears and kill some more enemies. Touch the next Spinning Box. Cross the next bridge that appears and get the KEY on the other side of the closing traps. Put the KEY in the windmill on the bottom floor. Take the elevator up, and wait for the platform. Go across, blow up the barrels next to the room, and the door opens. Go in and head to the left. When you arrive on the other side, fight about the bottom floor. It just isn't worth it. If you are very perceptive, you will be able to make out some floating pieces of wood. Jump across the ravine from platform to platform. Kill everyone and the bridge drops. Go the same thing on the next area, and continue on. Head to the right, across the spike pattern, and stay along the wall. When you get to the next clearing, about 12 barrel gaps will jump out. Use them over to the barrels and let one of the barrels with a dagger. Be sure to grab the KEY, and head all the way back to the door you went through earlier. Jump down between the closing traps and use the KEY. Kick, punch, chop your way through the enemies until the platform in front of you begins to rise. Jump on and get ready for the next boss sequence.

Boss 3:

All you gotta do is stay on him. If he gets too far away, then the fire will rain down and hit as far as you, the fire hurts. So stay on top of the baby even though you beat him into submission. Then, use him to ride to the next level. [No, there's not a level that allows you to ride on the back of him and blast away enemies. That would be too cool.]



Level 8:

Head to the left and open up the chests. Keep an eye to the sky, however, as the Evil Beloved Coconut could drop any time head to the right, up the stairs to the left, and open the door. Wait at the door and kill the multitude of ninjas coming out of the tiny little hut. Apparently, Emperor ninjas manifested as flowers in a flowering circle. Go across the bridge, but don't take the least of risk in the river (like the game wants you to). Simply hop around the outside of the spikes and make back into land on the grass on the other side. Go to the right and slide the moving mound of moss to the KEY. Head through the gate near the fire and slide through the big traps. After getting past the traps, touch the statue and shoot the glowing middle until it explodes. Head through the gate, slide down the hill, and beat on some tails. If you are successful, you will use the Evil Exploding Flower Pots planted all around to take

care of the major portion of your adversaries. Once all the goodies left behind and head to the right (so the hill). Cross the bridge and head on to the next area. Find the KEY (it's at the way in the back, of course) by clearing all of the major dangers on this level at once. The Evil Coconuts, The Evil Flower Pots. This means do lots of them. Each some very small puzzles of water, in which you can die. Do you know that our ninja here can't swim? Grab the KEY and return to the small block with spikes on it. Next to the block is a small KEY hole. This block tips over, so use it to go up to the next platform. Kill enough ninjas to ensure your safety, then head to the left to kill another statue and get a silver KEY. Head back and up, and dodge the big spiked wheel by running right behind it. Drop down to the lower area where it extends too far. Do the same for the next wheel. Open the gate, head to the right, and play some Frogger on the exploding barrels. Tie: wait behind the rock until you are ready

[Level 8 continued on page 76]



FuncoLand

America's Place to Shop for Video Games

Expected release date October 22, 1998

All you have to do is reserve Metal Gear Solid at FuncoLand with a \$5.00 deposit. In addition to receiving the Metal Gear Solid game on the day of release, you will receive:

- Metal Gear Solid Special Forces Cap (first 2,000 reservations)
- Metal Gear Solid Dog Tags (first 2,000 reservations)

Limit one per customer.
Quantities are limited.

\$49⁹⁵

FREE

Dog Tags & Hat

When you make a \$5 reservation deposit at FuncoLand

PRESENT THIS COUPON

Present this coupon at any FuncoLand and make a \$5.00 deposit to reserve Metal Gear Solid. The first 2,000 deposits will receive the Metal Gear Solid Special Forces Cap and Dog Tags.

Offer expires October 31, 1998

Limit one per customer. Quantities are limited.

FuncoLand

RETAIL COUPON

See your nearest FuncoLand store for details
visit us @ www.funcoLand.com

For more on Metal Gear Solid visit @ www.konami.com

Limit one per customer. No dealers or resellers. Quantities are limited and availability will be limited. Metal Gear Solid and Metal Gear Solid designers and their likeness are trademarks of Konami Co. Ltd. PlayStation and PlayStation logo are trademarks of Sony Computer Entertainment Inc. Sony's manufacturer has the right to discontinue any site at their discretion. © 1998 Funco, Inc. FuncoLand is a registered trademark of Funco. All rights reserved.





[Level 8 continued from page 74]

to make your move. Dispense some street justice to the boards, then cross the platforms to the right. A Gold KEY awaits. Go back to the other side via the platforms, head to the right, and then do the proper thing again. Head across the river via the small platforms. When you do, the KEY will appear. Take the KEY and head up the hill to the right. Open the gate and get ready for some more of those KEYSTONE Minies. Duck 'em, and get the next KEY. Kill another statue, and get the Gold KEY. Head back across and find the KEYHOLE next to the spikes (like the one before). Jump up and use the other KEY as well. Cross under another one of

those rolling spike wheels and go up and to the right. Kill all the boards that appear and go to the right and up the bridge. Soon, you'll face the boss: a fat man.

Boss 4:

We don't really have a strategy for this guy. He's just too dang slow. Pin it him while you can, until he runs away. Take the hit, and prepare for his weak Superman imitation. Dodge it, and do the whole thing over again. Atlasta do not star him whatsoever, and he rales you pretty hard. So good luck.

Hell 2 Boss:

Right after you face the fat guy, you are whisked away to Hell to face another of Satan's minions. Just look him. When he winds up to hit, start running and change the direction at the last minute, or use a Smart Bomb. Repeat the process until the demon is on his back.



Level 9:

Grab the KEY in the chest to your left, and keep going. Head around the ridge and across the bridge. Go up the hill and use the KEY you just got. Go down the hill on the right side. Then head into the water and go down, making sure to stay on the rocks (remember, he can't swim). Continue on to the "path" angles to the right and up. Fight off some fellow minies (who can't swim either) and continue up and back to the left where a silver KEY awaits. Backtrack along the shore and jump up at the first available platform. Head left.

Before heading up the slope, go to the side and grab the chest, which contains a free life. Go up the slope, head around the right corner, and grab the KEY. Open the small area below you. Grab the KEY. Use the KEY on the gate to the right. Tot to the left while keeping an eye on the falling boulders. Go through the gate. Round the corner and head straight to the left. On the other side of the boulder is the sword. Go across the bridge and get some grima (hooray), a KEY, and a power-up. Use the KEY at the top of the slope and head as is. Go to the ridge on the right and wait for the avalanche. Then, make some jumps and get the ice (if you want it). Go back and scale the cliff, but beware of the falling pieces. Once you get on top, prepare for a huge battle. After grabbing the silver KEY, go up the makeshift stairs and hit a switch. Head back down and go to the right, where there is a platform. Make a guess and stand on one of the platforms. If you guess correctly, a boulder will launch you up to the next level. If not, then get outta the way. Do this three times, while dodging bear traps. Once up, make your way to the left. Set across the bridge, then prepare for the flamethrowers. Time your moves, because the flamethrowers suck. After passing, go down the "stairs" and fight some more. Snag the power-up and go back, all the way to the "kiss" mentioned above. Go up and to the right. If you are quick after bawling everyone, you can snag Free 5-ups from a chest in the right corner. Go down to the slope and climb up. Go to the right until the avalanche comes up the ridge. Then navigate the spaces. In the chests there will be a power-up and a silver KEY. Head back, put the KEY in the hole next to the spikes, and go on until you see a ridge with lots of bear traps. Once you are up, go up and to the right until you see some bats. You can get a power-up from one chest and a KEY from the other. Kick the archers' butts and you'll get the next KEY. Then, meet your next victim: a giant dragon.

Dragon Boss:

The dragon is simple. The dragon has a pattern of hissing fire straight into the air; then sourcing fireballs off the ground, then doing one of two things depending on the situation. If you are too close, the dragon will swipe you. If you're in front, the dragon will blast you with a deadly breath. So, stay on the side and fire dragons. We chose the right because it has a better line of sight (no, a post, and we didn't even know it). Two dragons until the pattern comes up, and then dodge the fireballs. If you are going to get caught by a fireball, just use the "oh-erret bomb" move to escape harm.



Level 10:

Kill all the minies to start the elevator. Then, get on and head to the left. Go across the bridge and dodge the clown traps. Go across another bridge. Keep moving and go across a moving platform with electric current across it. Get to the mine car tracks and wait for a mine car to come out. Jump on a stampede and get on the car. Go across the "bouncer ball" of mine curls to the safety of the other side.

Go through the door to the left. Once inside, kill the minsters that appear from the bells and then use the cannons they came from to get across to the hallway. Go up the same set head to the left. Beat the minies that randomly appear and head out through the next open door. Head to the left and up the minegates. Keep going up and make the big leap to the left side (the one with the gated opening). Go around and drop all of the bridges by climbing up each of the four hills and dodging the minies that come down.

When you are at the top of each one, hit a switch on the left to open the next one. Keep going the same way until you see another leap similar to one you made a few minutes ago. Then take it. Grab the gold KEY at the top of the slope to the right. Go back down to the level just below and head left until you see a huge door with eyes. Go to the left and BAM! the wall busts open and a huge, ugly, worm-like beast comes out.

This mini-boss is easy to beat. Just stay near the top of the screen and you can dodge the worst attack it has—the lot boulders. Try not to let the monster face you.

Take the KEY you got and open the next door. Go up the "stairs" and head to the right and down another slope to the next KEY. Open the door in front of you and cross the very disturbing puzzle. Get across and avoid the spike wheels. Go through the big gate in front of you. Continue to the right and beat the trait monsters. Grab the last KEY and head into the next area, where you will fall into the tunnel.



Levels 11 & 12

Unfortunately, for those who have stuck with the game until this point, the final two levels await. By now you have probably mastered the intricacies of Shadow of Darkness, and are ready to take on Satan himself. Can you challenge the pits of Hell and come out alive? Rely on your wits and wily GI rodents, for it's all you have when entering the realms of the Nijir.

FuncoLand

America's Place to Shop for Video Games

Be an Official Member of Lara Croft's Expedition Team!

Tomb Raider III will be the most anticipated video game of this year. You have the opportunity to join Lara Croft's Tomb Raider III Expedition Team and ensure that this game will exceed the expectations of the industry.

OFFICIAL MEMBERSHIP POSTER
**Lara Croft
Wants YOU!**

To become a member of Lara Croft's Expedition Team

All you have to do is reserve Tomb Raider III at FuncoLand with a \$10.00 deposit.

In addition to receiving the Tomb Raider III game on the day of release, you will receive:

- Team Member T-Shirt
(first 5,000 reservations)
- Team Member Poster featuring Lara Croft
(first 20,000 reservations)
- Team Member Card
(first 20,000 reservations)

Limit one per customer. Quantities are limited.

PlayStation

TOMB
RAIDER
ADVENTURES OF
LARA CROFT
III

Tomb Raider III
Expedition Team

TOMB
RAIDER
III
EXEDITION TEAM
FuncoLand

SPECIAL BONUS!

When you purchase Tomb Raider III before November 30, 1998, you receive a \$5.00 coupon good towards the purchase of Game Informer's Tomb Raider III Strategy Guide - Regular Price \$14.95

At FuncoLand:

We buy your old games and systems! • You can try before you buy!

For nearest FuncoLand store locations visit us @ www.funcoLand.com

Look for these other great new games.



Microsoft, the Windows, Windows 95 and Windows 98 logos are trademarks of Microsoft Corporation. America, Inc. Nintendo 64, N64 and "N" logos are trademarks of Nintendo. © 1998 FuncoLand, Inc. All rights reserved. Lara Croft is a registered trademark of Eidos, Inc. FuncoLand reserves the right to refuse purchase of any product. All Rights Reserved.

www.eidosinteractive.com



THE DRAGON STRIKES BACK



BLUE GEM
5 Treasure



GOLD GEM
10 Treasure



GREEN GEM
2 Treasure



PURPLE GEM
25 Treasure



RED GEM
1 Treasure



STRATEGY GUIDE PART 2 OF 2

(See Sept. '98 for Part 1)

This guide reveals many of Sly's secrets and may spoil your enjoyment of the game.
USE AT YOUR OWN RISK!

WORLD 5 Dream Weavers

Is it something like Freddy Krueger? It must be, because this fresh new area is a real nightmare. All the stages are filled with difficult enemies and tons of treasure. But don't give in! Press on and fight into the night.

HOMIE (300 TREASURE - 3 DRAGONS)

Here's your first order of business: Destroy the Hawk with the laser gun. Work your way around the outer rim and blow some smoke and flame into this guy's face. Use the gun to blast whatever needs blasting. Then use your telepathy/psychic list of moves to destroy all who breathe. Keep in mind though, the folk look bell rings cannot be killed. They simply raise platforms when the clock on their chest is activated. All the booty is right out in the open.



Use this laser to blast the guards blocking the castle entrance.

1 - Run. Jump. And fly over to the platform on the far right (with the Dark Passage Gate). Apply your four purple feet to this somewhat soft ground, then walk to the edge and use the particle stream to float over to the castle. Walk to the right side of this gigantic structure and go behind it. The Dragon awaits.

2 - From the platform holding the laser gun, glide over to the nearby platform holding the Dragon known as Zircona.

3 - Destroy the goon with the gun, then aim the laser at the two guards in front of the castle entrance. Blast 'em!! Now go to the second Dragon and drop down to the ledge on the left. Run through the tunnel on the right and you will literally run right into the Haunted Towers Gate. Look past this level warp and you'll see the third Dragon.

Dark Passage Gate - From the one and only beginning of this Home World, destroy the enemies in front of you then leap to the ledge and Dark Passage Gate on the far right.

Teddy Castle Gate - From Dragon 1 walk around the corner, and BAM! The Gate awaits.

Haunted Towers Gate - From the second Dragon, launch to the ledge that's down and to the left. The Gate is through the tunnel.

Jacques Gate - Walk around the left side of the castle and you'll bump your purple arse into this level entrance.

Boy Flight Gate - Start from the third Dragon, then use the folk-book buddies to create a passage to this Gate.

Gnasty's World Balloon - Simply look to the left from the Jacques Gate.

LEVEL 13 - DARK PASSAGE (300 TREASURE - 3 DRAGONS)

Okay, this level is home to some of the strangest critters in the game. Simply use your home- or flamboyant breath to exterminate these obscure obstacles.

Please note though, the larva's jester's cannot be killed. They trigger the monster phases by turning their lanterns on and off. If you take them down, they will turn on the light revealing the monster's weak form. From here you will need to be quick. The jester won't stay dormant for long. Most of this stage is linear. Follow the path, then at the circle cavern holding Dragon 3, look below the platforms you are standing on for a route leading to all sorts of goodies and the second half of this level.



This looks like an impossible jump, but good as Sly's can make it.

1 - Run past two lantern jester's and around the corner. Use the particle stream to take you to the feet of this wise Dragon.

2 - The guy lives next door to the first Dragon. Simply walk into the backyard and blast the dogs out of your way. Ascend the stairs and the neighboring Dragon awaits.

3 & 4 - **EXIT** - Would you believe it if we said this Dragon was the neighbor of Dragon 2? Use the same technique you used to get to the second Dragon. This guy has a sweet pad, complete with Level Exit and all. Those upper-class reptiles have all the necessities.

4 - In the circular cavern enter the lowest hole in the wall (it has a green tint). From here, gather everything

you see, then when it appears that there is nowhere to go, use the Spyro cam to look off the ledge. You'll see a tiny path below. Jump to it and the Dragon is a few yards off.

5 - Ascend the platforms behind Dragon 4, and you'll find Dragon 5 at the end of your climb.

6 - You'll find the Box in the circular room holding the Level Exit and Dragons 2 and 3. To release four beads you will need to light a rocket. To accomplish this feat, jump out and to the right from the Mt. and final Dragon. In this tiny passage you'll find the answers you seek.



Walk to the edge of the platform and you'll see the missing level portion.

LEVEL 14 - LOFTY CASTLE (300 TREASURE - 3 DRAGONS)

This level is freaky as all heck. Even Stewart's music is a tad whacked! Anyway, remember those fat ladies that saved you in the High Caves? Well, now you have to save them. Believe as, you HAVE to save each and every one of them. We tried to finish the level without saving any (since we don't like playing people hard), but there is no way around it. Grrrr! Anyway, all of the ladies are out in the open right at the very starting beginning of this stage. Free them from their jails and they'll create a particle warp for you that leads to the bulk of this very purple level. Can you believe it? A

like ways further into this level the fairies have been captured again! And then again! And again! And AGAIN! Many Fairies suck! Lastly, don't miss the path straight across from the third Dragon. Use the ramps to get to the missing Gems. You'll actually have to use your brain to get here. Here's how to do it: Launch off the speed ramp into the brightly colored structure right in front of you. Run around the loop to the left and launch over to the blue roof and the body.



Free the fat fairies.

1 - Save the three fairies (all located at the beginning) and hit the particle warp. This Dragon eggstream will bring you to the first Dragon.

2 - From the first Dragon, jump across a series of purple and white platforms and you'll come to a new area that is similar to the very beginning of this level. The Dragon awakes.

3 - Look down and to the left when you come to the second Dragon. You should see the mysterious Locked Box.

3 & F - Work your way across this level and you will come to a hallway holding several "goon" as a balloon" enemies. Use the particle stream to launch high enough to blast these guys (and those stinking fairy eggs)! Now, use the fairy stream to fly up to the mid-Dragon. The Key awaits on this ledge as well.

EXIT - Save the fairies for the fifth and final time (thank goodness) and their particle jetway will lead to the Level Exit.



Use this circular structure as a connecting ramp.

LEVEL 15 - HAUNTED TOWERS (500 TREASURE - 3 DRAGONS)

Start this level in a gallop. Run as fast as you can through the doors and to the very. With one little peck on the nose, you will require the love fire. Use this to destroy the armored enemies you pressed up. Don't forget to blast the steel door and the dead guard at the very beginning. You won't have to keep coming back for kisses as you

confront more and more steel goons. There's another kiss station just a few meters down, and then another a few meters down, and so on.



Run and jump baby!!!

1 & F - Destroy the steel goon on the right side and then use the particle warp to bring you to a separate platform. Use the Love Fire to destroy the box. The first Dragon is inches away from this once seemingly indestructible metal.

EXIT - After hitting the speed ramp you'll find the Level Exit behind the right-hand steel door.

2 - The second Unbreakable Box is located behind the left-hand steel door. Don't use the power gathered from running down the ramp to destroy this box. Instead, enter the left-hand room on the opposite side of the hall and get the Love Fire to accomplish the task. There's no better solution than love!

3 - In the hall holding three wooden doors and two steel doors, blast the door at the far end of the room to reveal a circular pink room and a wee Dragon.

3 - Here's the biggest secret in the game. To get to this Dragon, and the second half of the level, follow these instructions carefully: Go to the second room and blast through the two doors and the steel door on the left (far side). Don't be fooled by the ramp. Launch off this platform to the left! Then, use the gray ramp (with particle stream) to launch up to the undiscovered new area. Use the particle stream on this platform to get to the Dragon.

3 - You just pressed up this Box. The only way to destroy it is with Love Fire. To do this, enter the castle, go up the stairs before the knights awaken, and grab the fire. This is a special fire. It lasts forever.

RUSS - JACQUES (500 TREASURE - 2 DRAGONS)

This level looks easy, but like last level, there's a sinister secret waiting to be found. The enemies are easy enough, and the boss doesn't stand a chance against your love.



Find the tick-tock goon that lowers this platform.

3 - Maneuver yourself to the right and across the tick-tock platforms. You'll find the box against a wall.

F - From the Locked Box, drop down to the lower level just to the left. Jump out to the large tick-tock platform. Hit both tick-tock enemies and jump up onto the newly formed tower, then out to the cave. The Key awaits inside.

1 - From the Locked Box, enter the structure to the right and descend down the stairs. At the bottom you will run into the Dragon.

EXIT - From the structure holding the first Dragon, walk out the opposite side and challenge Jacques. After jumping across a great number of platforms, a particle stream will take you to the Exit.

3 - Go back to the beginning and jump up to the second level. Walk to the right and hit the tick-tock guy. Now, run to the left and blast the only tick-tock enemy. Jump up on the platform that appears, then down to the platform that the first tick-tock lowered. Wait until the timer runs out and the platform rises, then jump out to the Dragon.

ICY FLIGHT (BONUS LEVEL)

First destroy all of the Lights and the very first Chest. Now, backtrack and hit the remaining seven Chests. This amazing strategy will line you up perfectly. Now, hit the train (going head-on), and then take out both rooms of Captives. Piece of cake.



Try to smash fire early, as you can evade the lights.



WORLD 6 Gnasty's World

This is it folks, the last area. The big difference between this World and previous ones concerns the levels. In Gnarland you cannot go to any level you like. You'll have to do them all in order here. Don't fret though: these stages are really easy. So is the boss.

GNASTY'S WORLD

Don't get lost. Hiding. This Home World is nothing more than a circular platform with a few steel Dragon heads on it. Beat a level and the others will open. Otherwise, we found jumping into the water and committing suicide to be equally as entertaining. There is no firing bonus level here, but there is something even better: Gnasty's big treasure room.

- 1 - He's right in front of you
- 2 - First, beat the game, then come back and this Dragon will be in the same spot as Dragon 1

GNASTY'S COVE GATE - Again, right in front of you.

Twilight Harbor Gate - Cannot be accessed until Gnasty Cove is completed.

GNASTY'S GNASTY GATE - Cannot be accessed until Twilight Harbor is completed. At this point you should have all of the treasure for this Home World.

GNASTY'S LOOT GATE - The only way to open this awesome stage is to complete the game with 100%.

LEVEL 16 - GNASTY COVE (400 TREASURE - 2 DRAGONS)

The enemies on this level are one of the same, but require different techniques to kill. If they ever air-con spin, then use your fire to grab the TNT barrel in their hands. KABAM!!! If they don't have a metal snook, then the standard flame or barrel launch will work. This level is so linear it hurts. Just follow the path.



Launch this fire can into the Unbreakable Box.

1 2 - Right from the get go you will run into an Unbreakable Box or top of some crates. Simply knock the TNT into it with your head. A little ways down another Unbreakable Box awaits. Simply run the barrel on the previous platform so that it launches through the air and lands on the Box.

3 - Launch across the platform holding the second Unbreakable Box to the platform with the first Dragon. It's not easy.

4 - Go into the ship and pass by the Unbreakable Box. Whatever you do, don't try to jump the TNT barrels into it. Instead, jump over to the dock, dodge the TNT barrels, then knock the iconic silver barrel into the Unbreakable Box.

5 - Follow the path of boxes and steel girders, and you'll come across three enemies standing on barrels. Destroy them and the Dragon and a lame PullPapa joke is just a turn away.

6 - In the fortress, simply knock the barrel into the Unbreakable Box. Use this same technique to destroy the two guards. Now, enter the tunnel they were guarding. A Key awaits.

7 - Enter the Tunnel with a green tint and the Box is tucked away behind two enemies.

8 - Enter the only tunnel you haven't hit (it has a purple tint) and the Level Exit is at the other end.

LEVEL 17 - TWILIGHT HARBOR (400 TREASURE - 2 DRAGONS)

This level is easier like the last, but now, the treasure is spread throughout lower pummor. Gnasty and the enemies are more abundant and feature killer distance projectiles. The only noteworthy info we can divulge: Deal with the drawbridge. Hit the lever on the bridge itself so that it's upright, then use the speed ramp to launch off the bridge up to a secret area. If you took out the opposite end of this rowdiano you will see three Yellow Gems to capture. Also, make a quick U-turn out this window and to the right you'll find a box too.



Hit the lever, then leap!!!!

9 - Simply follow the path, take the particle stream, and in the next structure the Unbreakable Box and first Dragon are right out in the open. To nail the Unbreakable Box you will need to use the speed ramp a few feet down. Get the speed you need, then race back across the narrow paths to the Box.

10 - Stay on the path and you'll find the first Dragon right after the drawbridge.

EXIT - This Exit is where it should be, at the end of the level.

THE LAST BOSS - GNASTY (500 TREASURE - 0 DRAGONS)

When it's Gnasty Don't be afraid of him he's a wimp. After you open the doors (with the Key that those stupid Thieves have taken) trail Gnasty and blast him with some fire when he stops. You'll have to move quick to accomplish this. Two blasts and Gnasty is dead. All of the treasure on this level is right in front of your beak's face.

GNASTY'S LOOT - (2000 TREASURE)

There are no buddies on this level. Use the rockets and fly Dragon boy! Fly high. You can only fly to the highest point you have been. Get higher in the level and you'll fly higher as well.



Do you have what it takes to get to this room?

1 2 - Work your way around the outer bin and you'll eventually come across a blue Thief holding a Key. Chase him and grab it. Now, walk out to the edge of the platform and jump out and to the stars on the right. Another Thief awaits.

3 4 - Go use the Keys on the two doors, and a Thief in a plane will fly out of the last door that opened. Fly up and shoot him down. For this you will get another Key. Use the Key to open a door on one of the highest structures on the outer wall. Another "Air" Thief awaits. Destroy him to get the fourth Key.

EXIT - Achieve the highest height and the Level Exit is on the highest platform. If you stop on this Exit with all of the Gems, then you'll see the second ending. See you in Bayro 2!!





Join the Zelda 64 USA Launch Team!

It's never too early!

Zelda 64 promises to be the most exciting video game ever to be released. You can be part of history and prove it! Help Nintendo and FuncoLand make video game history... by joining the Zelda 64 USA Launch Team!

All you have to do is reserve Zelda 64 at FuncoLand with a \$10.00 deposit. In addition to receiving the Zelda 64 game on the day of release, you will receive:

Launch Team T-Shirt
(first 5,000 reservations)

Launch Team Poster
(first 20,000 reservations)

Launch Team Member Card
(first 20,000 reservations)

Expected release date: November 23, 1998



PRESENT THIS COUPON

Present this coupon at any FuncoLand store and join the Zelda 64 Launch Team by making a \$10.00 deposit to secure your copy of Zelda 64. Plus, the first 5,000 reservations receive a Zelda 64 T-Shirt. The first 20,000 reservations will receive Launch Team Poster and Launch Team Member Card.

Offer expires December 31, 1998

Limit one per customer. Quantities are limited.

FuncoLand

RETAIL COUPON



4 5555 11852 4 588
RESRV ZELDA64 GI



See your nearest FuncoLand store for details.
Visit us @ www.funcoLand.com

For more on Zelda 64 visit
@ www.nintendo.com

Limit one per customer. No cash or refunds. Quantities are limited and no refunds will be given. Zelda 64 and Zelda 64 characters and their names are trademarks of Nintendo of America, Inc. Nintendo 64 and "N" logo are trademarks of Nintendo of America, Inc. © 1998 Funco, Inc. FuncoLand is a registered trademark of Funco, Inc. All rights reserved.

FuncoLand®

America's Place to Shop for Video Games™

SECRET ACCESS

HELPFUL HINTS - PASSWORDS - CODES



F-1 World Grand Prix - Nintendo 64

For all of the codes below choose Williams as your driver. Now change his name to the name listed below to enable the cheat. After you enter the name, exit out to the Title Screen with "Start" and then go back into Exhibition, Time Trial, or any Versus mode.

Hawaii Track - Enter the name VACATION

Gold Driver - Enter the name PYRITE

Silver Driver - Enter the name CHROME

Tony from Hardware Hank
Gulfon IV

Off-Road Challenge - Nintendo 64

Unlock El Cajon Track - At the Track Selection screen hold Up and press the Left and Right Buttons simultaneously. You'll hear an air wrench when this code is entered. Now, highlight El Paso and hit Z and A to begin.

Unlock Flagstaff Track - At the Track Selection screen hold Left and press the Left Button. You'll hear an air wrench when this code is entered. Now, highlight the Mojave track and hit Z and A to begin.

Unlock Guedeloupe Track - At the Track Selection screen hold Down on the directional pad and press the Right Button. You'll hear an air wrench when this code is entered. Now, highlight the Vegas track and hit Z and A to begin.

"White Gap Ray '96"
Phoenix, AZ



Major League Baseball Featuring Ken Griffey, Jr. - Nintendo 64

Wacky Animations - For either the pitcher or batter press Up, Up Down, Left, Left, Right, Right, Left, Left, Down, Up, Up while in the box or on the mound to see the player dance.

"The Rhin"
Toledo, OH

Forsaken - Nintendo 64

Level Select - When the flashing Procs Start icon appears at the Title Screen press A, Right Button, Z, Up, Up, Up C, Down C, Down C. If entered correctly, the phrase "Missions Open" will flash across the screen.

David "I'm the Greatest Gamer of All Time" Williams
Chicago, IL



All-Star Baseball '99 - Nintendo 64

Enter both of these codes at the Cheats Menu.

Baseball Trails - GNTBLSFDS

Gargantuan Ball - BBNSTRODS

"The Human Torch"
New York, NY



Rampage: World Tour - Nintendo 64

Level Select - Go to the Character Select screen and hold the Left Button and all four C buttons. Hold this combo for a few seconds and a sound will ring out confirming the code. Now press Up or Down at the City screen to change the desired country, and press Left or Right to change the city.

"The Telly Man"
Boston, MA



World Cup '98 - Nintendo 64

Unlock Programmer Team - Choose any team, then go to the Team Customization screen and input BuryFC. Doing this will turn the current team into the Creditors team.

Classic Matches - Win the World Cup with any team and the new World Cup Classics mode will appear at the Main Menu.

New Sounds - After scoring a goal press A, B, Left C, or Down C to hear different sounds.

Anael "The Smart Killer" Gargis
Atlanta, GA

Jersey Devil - Playstation

Unlimited Lives - Enter the overworld (the beginning of the game) and jump up and grab the extra life from on top of the fountain. Now, pause the game and check your status. Unpause and another free life will be waiting for you on top of the fountain. Repeat the process and gather as many lives as you want.

Duncan "There Can Be Only One"
Starlock
Salt Lake City, UT

Rosco McQueen - Playstation

Enter all of these level codes at the Password screen.

Laundry 2 - FLUFFY

Laundry 3 - SWEATY

Auto 1 - HOTROD

Auto 2 - GREASE

Auto 3 - BIGEND

Harold 1 - SMELLY

Harold 2 - WIDETV

Harold 3 - PILLOW

Lelaure 1 - TRICEP

Ramaround - SPLASH

"The Crazy Cajon"
Austin, TX





Duke Nukem: Total Mayhem — PlayStation

We've received tons of requests for Duke Nukem codes. Finally, we have something. Listed below is the only known cheat for Total Mayhem and also included are the entrances to the hidden levels. We'll try to get more.

Super Kick — To access the little chest hold L1, L2, R1, and R2, then press Δ to kick. This can be done with a weapon in hand as well.

The Secret Levels

Listed below are the whereabouts to all of the entrances that lead to the super secret levels.

Launch Facility

In Episode 1 access the level known as Toxic Dump and make way to the level exit. In this last room search about the walls for a crack. Shoot the crack and a secret level entrance will appear.

Spin Cycle

Enter Episode 2, Mission 5 (Occupied Territory) and make way to the level exit. Don't exit just yet though. Turn around on the exit bridge and look up to the control room. If you look closely you'll see a switch. Shoot it and a secret door will open to the left. Jump to this new area and hit the button to warp to Spin Cycle.

Lunatic Fringe

In Episode 2, Mission 8 (Dark Side) make way for the slime cave complete with obelisk and blast the marked wall to reveal a secret area holding the switch that accesses Lunatic Fringe.

Tier Drops

In Episode 3, Mission 5 (Movie Set) touch the USA sign located at the space station set to open a secret panel that holds the button leading to the Tier Drops.

Freeway

In Episode 3 enter the level known as Hotel Hell and jump through the waterfall. Inside you will find a teleporter. Jump in the teleporter and blast the flaming pits to get to the Freeway.

'G'Droid 75-19'
Eden Prairie, MN

Mission: Impossible — Nintendo 64

Enter all of these codes at the Mission Selection screen. If entered correctly you'll hear, "Ah, that's better."

Gladiator — Down C, Left Button, Up C, Right C, Left Button
Big Feet — Down C, Right Button, Z, Right C, Left C

Big Heads — Down C, Right Button, Up C, Left Button, Left C
Turbo Mode — Up C, Z, Up C, Z, Up C

Kiss Mode — Down C, Up C, Right Button, Left Button Z

7.65 Silencer Gun — Up C, Left Button, Right C, Left C, Up C

Seven — Right Button, Left Button, Down C, Up C, Up C

Uzi — Right C, Left C, Right C, Down C, Right Button

Mini-Rocket Launcher — Right Button, Left Button, Left C, Right C, Down C

Wacky Credits

Best the game, then wait for the Infogramme logo to disappear. At this moment, you'll be thrown back into the Embassy level. Here you will be able to talk to the development team. Talk to everyone and Candice and Ethan will enter the room and the ending celebration will begin.

James Hairston
Jersey City, NJ



Keystorm — PlayStation

Free Play Mode — When "Press Start" appears at the Title Screen hold L1, L2, R1, and R2, then press Start. While still holding the shift buttons press Up, Up, Up, Up, Up, Up, Down, Up, Up, Up, Up. If entered correctly, the phrase "Unfined Released" will appear. Now, enter the Options screen and set the Credit to the new Free Play option.

Lever Select — Beat the Arcade mode. Sorry, it's the only way.

13 Ships — Beat the Extra mode. Again, sorry.

Cheryl "Lemon" Tate
Pittsburgh, PA

G. Darius — PlayStation

Note: These codes were tested on the Japanese version and may not work on the U.S. version.

Unlimited Continues — Get over 100 continues, then enter the Options screen. You will now have the ability to change Credit to Free Play.

View FMVs — In the Options screen highlight the Movie icon. Now, press Down, Up, Down, Up, then simultaneously press L1, L2, R1, and R2. After entering this, tap Start to activate this code.

"The MotMan"
Uptown, MN

NFL Xtreme — PlayStation

Enter these names at the Player Create screen. Note: It doesn't matter what the attributes are set to.

Backward Animations —
LAMEROY LENNY

Big Heads — BIG-HEAD BOBBY

Flat Heads — COIN-HEAD
COREY

Long Nicks — GEORGE
GRAFFE

Long Arms — MONKEY MICKEY

Short Arms — SHRIMPY SEAN

Big Players — BIG BEN

Small Players — TINY TOM

Hackley Quinn
Gotham, WI

WarGames: Defcon 1 — Playstation

Enter all of these codes at the password screen.

NORAD Missions

Czech Republic — XXXXXX
XXX

Russian Ural — XXXXXX
XXX

Cairo — XXXXXX
Cambridge — XXXXXX

Swiss Alps — XXXXXX
XXX

Libya — XXXXXX
Channel Islands — XXXXXX

Grenadines — XXXXXX
XXX

Louisiana Bayou — XXXXXX
XXX

China — XXXXXX
Saudi Arabia — XXXXXX

Arctic Circle — XXXXXX
XXX

New York City — XXXXXX
XXX

Gruha Desert — XXXXXX
XXX

W.Q.P.R. Missions

Florida Keys — XXXXXX
XXX

Iran Jaya — XXXXXX
New England — XXXXXX

Russia — XXXXXX
Brussels — XXXXXX

South Africa — XXXXXX
XXX

Hong Kong — XXXXXX
XXX

Mexico — XXXXXX
Beijing Strait — XXXXXX

Kremlin — XXXXXX
Polynesia — XXXXXX

Congo — XXXXXX
Washington, D.C. — XXXXXX

Tokyo — XXXXXX
View All FMVs — Before the Title

Screen appears hold R2 and rapidly press Start.

Pika Poo Poo Patrick
Capital Heights, MD



GAME SHARK **VIDEO GAME ENHANCER**

ATTENTION!

The codes below only work with InterAct's GameShark enhancer attachment.

Mortal Kombat 4 – Nintendo 64

99 Wins –
8004271 0063
Infinite Credits –
80040384 008
Infinite Time –
8010511b 0063

Banjo-Kazooie – Nintendo 64

Note: These codes may erase
your saved games and cause
the game to freak out in weird
ways.

Master Code (Must Be Entered) –
de000400 0000
8124dfe8 1700
812876a4 1700
812d3dcd 1300

Infinite Lives –
8038918b 0009

Infinite Health –
8038918b 0008
80389187 0008

Infinite Red Feathers –
8038918b 0003

Infinite Gold Feathers –
80389173 0003

Infinite Eggs –
80389167 0003

More Notes –
80389153 0003

More Jiggies –
8038914b 0003

WWF War Zone – PlayStation

Invisibility –
806c8334 0000
806c8338 0000
806c833a 0000
806c8374 0000

Invisibility (Player 2) –
800f8558 0000
800f855c 0000
800f856e 0000
800f8580 0000

Infinite Time –
80077624 0a80
800f8580 0375

Never Stunned –
800d8834 0000

Never Stunned (Player 2) –
800d8838 0000

Stunned –
800d8834 2394

Stunned (Player 2) –
800d8838 2394

Mega Strength –
800d880c 0000

Mega Strength (Player 2) –
800d8810 0000

Cannot Be Counted Out –
800d8880 0000

Can Always Be Counted Out
(Player 2) –
800f858a 008

Hidden Characters –
8007a010 3ff

8007a012 1000
8007a014 3ff

8007a016 2000

Extra Creation Points –
800b6414 0000

Batman & Robin – PlayStation

Tons of Health –
800c9f64 0000
800c9f68 0000
800c9f6c 0000

800c9f78 0064

Infinite Power –
800d880c 0188

NCAA Football 99 – PlayStation

Away Team Score 0 –
80384f34 0000

Home Team Score 0 –
80382d04 0000

Away Team Score 99 –
80384f34 0003

Home Team Score 99 –
80382d04 0003

Mission: Impossible – Nintendo 64

Infinite Health –
812882b2 ff

Lin (Infinite Ammo) –
80ca8a27 0063
80ca8a50 0022

Infinite Ammo –
80ca8a27 0063

80ca8ab7 0063
80ca8ec7 0063

80ca8a27 0063
80ca8ec7 0063

Elemental Gearbolt – PlayStation

Infinite Health –
80095d52 012c

Azure Dreams – PlayStation

Infinite Money –
80012d5c ff
80012d5a 051

Infinite Health –
800834e0 ff

Quick Level Up –
800834d0 ff

GAME INDEX

Codes found in this issue:

Ali-Star Baseball '99
Azure Dreams
Banjo-Kazooie
Batman & Robin
Crisis: Kikar
Duke Nukem: Total Mayhem
Elemental Gearbolt
F-1 World Grand Prix
Foranken
G. Darius
Jersey Devil
Major League Baseball
Featuring Ken Griffey, Jr.
Mission: Impossible
Mortal Kombat 4
NCAA Football 99
NFL Xzone
Off-Road Challenge
Rampage: World Tour
Raystorm
Rascal McQueen
WarGames: Defcon 1
World Cup '98
WWF War Zone



SEGA

Sega Game Play Assistance
909-266-7340 (SEGA)
\$ 95 per minute for automated
assistance and
\$1.00 per minute for live help
Canada 909-481-5352
\$.25 per minute automated

NINTENDO

Game Counseling
909-266-0797
\$.25 per minute
Canada 909-481-4460
\$.25 per minute
Nintendo's Automated Power Line!
1-429-085-7522

SONY

800-833-SONY(7699)
\$.95 per minute

Note: These three play centers have internet live help
and offer 10 pay to answer 10 min live help
(perfectly possible)



FuncoLand

Bring Home The Fun



FALL FOOTBALL

HEADQUARTERS
GREAT NEW GAMES NOW AVAILABLE



39.95
NFL Blitz
(Midway)



59.95
NFL Blitz HQ
(Midway)



39.95
NFL Xtreme
(PlayStation)



49.95
Madden 99 N64
(EA Sports)



39.95
Madden 99
(EA Sports)



39.95
NFL GameDay 99
(PlayStation)



59.95
NFL Quarterback Club 99
(Acclaim)



39.95
NCAA Football 99
(EA Sports)

FUNCOLAND PIGSKIN CLASSICS

NINTENDO (8 BIT)

10 Yard Fight 35
John Elway Quarterback 45
NFL 35
Play Action Football 45
Tecmo Bowl 2.55
Tecmo Bowl 2 6.55
Touchdown Power 35

SUPER NINTENDO

Bill Walsh Football 1.85
College Football USA 12.85
College Football USA 2 4.85
ESPN Sunday Night NFL 7.55
Football Fury 3.95
John Madden 92 75
John Madden 95 1.45
John Madden 94 1.85
John Madden 95 2.55

John Madden 95 3.95
John Madden 97 12.95
John Madden 95 15.95
Monday Night Football 1.55
MVP Football 4.95
NCAA Football 2.95
NFL Football 4.95
NFL Quarterback Club 3.95
NFL Quarterback Club 95 2.95
Pro Quarterback 3.95
Starting Sharp 4.95
Super High Impact 2.55
Super Play Action Football 7.55
Tecmo Super Bowl 2.95
Tecmo Super Bowl 2 14.95
Tecmo Super Bowl 3 15.95
Troy Aikman NFL 1.95

SEGA GENESIS

Bill Walsh Football 45
Bill Walsh Football 95 55
College Football 35
College Football 2 1.45
College Football USA 95 1.45
College Football USA 97 4.85
ESPN Sunday Night NFL 1.85
Joe Montana 45
Joe Montana 2 2.95
Joe Montana 3 3.95
Joe Montana 94 4.95
John Madden 2.55
John Madden 92 75
John Madden 93 75
John Madden 94 75
John Madden 95 55
John Madden 96 1.55
John Madden 97 5.55

John Madden 95 54.95
John Madden 97 55
Championship Edition 3.95
Mike Ditka Football 45
NFL 55 45
NFL 95 12.95
NFL Quarterback Club 45
NFL Quarterback Club 95 1.55
PlayIt Football 3.95
Pro Time NFL 45
Pro Quarterback 1.45
Super High Impact 1.45
Tecmo Super Bowl 2 12.95
Tecmo Super Bowl 3 4.95
Troy Aikman NFL 1.45
University Ruggers 1.95

PLAYSTATION

John Madden 97 9.95
John Madden 98 19.95
NCAA Football 98 57.95
NCAA Gamebreaker 95 2.95
NCAA Gamebreaker 96 24.95
NFL Fun Center 10.95
NFL Genieasy 7.95
NFL Genieasy 97 10.95
NFL Genieasy 98 18.95
NFL Quarterback Club 97 59.95
Tecmo Super Bowl 17.95
VFL Football 95 16.95

NINTENDO 64

John Madden 94 27.95
NFL Quarterback Club 95 26.95

(All Games Privately Played)

AT FUNCOLAND YOU CAN TRADE IN YOUR GAMES & TRY BEFORE YOU BUY + GET GREAT ADVERT

LOCATIONS: WWW.FUNCOLAND.COM • (612) 948-8883

Trade-in policy only for selected FuncoLand stores. The right to refuse purchase of any product. All games like are trademarks or registered trademarks. See individual game boxes for full details. Copyright and trademarks: Nintendo, Midway, Sega, EA Sports, EA, and other companies are trademarks. Other companies may be used. No liability for any damage. Product and other trademarks by their owners. All trademarks used with permission. FuncoLand is a registered trademark of FuncoLand, Inc. All rights reserved.



TM, ® and the "N" logo are trademarks of Nintendo of America Inc. © 1998 Nintendo of America Inc. www.nintendo.com
Crash's World © 1998 Nintendo © 1998 Midway/Nintendo Inc. All rights reserved. Used under license.
Midway is a trademark of Midway Games Inc.



Be one.



or get out™



Introducing Cruis'n World® on Nintendo® 64. 16 exotic cars, 15 foreign countries to race them through and enough tricks to turn anybody into a hot dog.